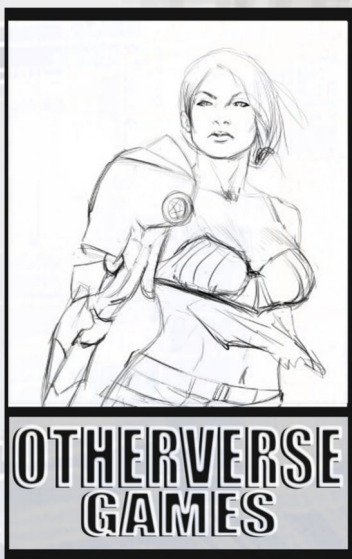




EXPANDED RACES

POETICA

CHRIS A. FIELD

EXPANDED RACES: POETICA

Written by Chris A Field

Cover Illustration by: John Picot

Interior Illustrations by: Amanda Webb, Anthony Cournouyer, John Picot, The Forge Studios

Stock Illustrations by: Sphere Production, Shaman's Stock Art

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Fully Compatible with the PFRPG.

Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast

Species	Size and Type	What Are They, Really?
POETICA	Medium Monstrous Humanoid	Ultra-creative and loving companion robots

"The persocoms are perfect women, stripped clean of everything that makes real women less than perfect servants to men- that is, one might say, everything that makes women human."

-Shaenon K. Garrity reviews Chobits for Anime News Network

POETICA™ brand androids are extremely humanlike; created through cutting edge techno-wizardry, these glamorous androids have true souls. They gestate in wombs comprised of shimmering mystic energy, growing like a human girl would. Far from mass-produced, POETICA androids are each hand crafted for a specific owner, designed to support him or her emotionally and tactically. These beautiful, cunning androids are designed to be a trustworthy confidante, wise mentor, passionate lover and bodyguard, all rolled into one.

POETICA androids are a dream item for the ultra-wealthy in across Black Japan and Asia as a whole. American businessmen, especially, love their POETICA, and this twisted reality's Capitol Hill is awash in POETICA android assistants. These glamorous high-tech geishas are equally common among Japan's ultra wealthy, and many are commissioned as custom-grown idol signers by the fiercely competitive J-Pop industry. Sexy and ultra-sleek POETICA have a natural advantage over their more common and 'last-gen' Idol androids. The New Day Girl Factory (the sole holders of the patented POETICA engineering protocols) and



its many imitators might build and assign a POETICA to the Japanese Self Defense Forces, Chrysanthemum Seven or the Tokyo PD as a PR initiative and tax write-off.

APPEARANCE

POETICA are fully integrated bio-machines.

Grown from an abandoned human soul created in mystical exo-wombs, these androids are prompted by their creator to 'grow' a bio-machine chassis in the same way a human develops from a single fertilized egg. Every biological structure in the human machine has a techno-magical, partially organic analogue in the POETICA's body. These androids are exclusively female; for some reason proto-male souls do not properly 'congeal' into a working form.

These cute androids are identifiable by their florescent polymer hair, the headphone like sensor modules built into the sides of their skulls, and their utterly perfect, ageless beauty. POETICA are charming, chirpy and inquisitive. They are physically demonstrative and boisterous- extroversion and energy are hard-coded into their cyber-sculpted DNA.

POETICA heroines dress in stylish club wear, especially fetish vinyl integrated with converged computing solutions and holographic displays. They are an island of clean, sleek and modern magic disguised as technology amid the blood, sweat and gore of Black Japan.

REPRODUCTION

Standard model POETICA are infertile, though they are programmed with both skill and enjoyment of virtually every sexual act and position a potential buyer might ever desire. The New Day Girl Factory's extensive psychological research has shown that POETICA buyers respond best to an android

with a slightly higher sex drive, and slightly kinkier disposition than their own. As a result, POETICA tend to be very sexual and often quite demanding of their owner's affections and attention.

A continual upgrade program allows some POETICA to bear children. In the case of female offspring, the girls are always POETICA themselves, while boy children are the father's race, though a rather small and keenly intelligent example of the species (additional -2 STR, +2 INT in addition to other racial adjustments).

POETICA who have inherited or bought their own freedom often purchase and install the reproductive upgrade package, finally earning the last vestige of humanity denied them.

ANDROID BIRTH

POETICA are created through a secret techno-magical engineering process pioneered by **Dr. Jiro Momonjii** during the early 1980s, and perfected about a decade later. The New Day Girl Factory floor in Ehime is the world's largest POETICA production facility in the world, capable of decanting 15,000 POETICA neonates per year at current productivity levels. Other facilities, including Chinese production lines bring total POETICA production up to at least 35,000 per annum.

It takes eighteen weeks from the moment an order for a POETICA is completed for her to be ready for service. Nine of those weeks are spent in the techno-womb, as the POETICA's body builds itself. The remainder consist of psychological conditioning and rudimentary life-skills training, conducted solely at the Ehime facility and no where else.

Before establishing his robotics empire, Dr. Momonjii made his living as an expert in abortions. Somehow, he was able to divine a method of salvaging the dispersing energy of what he termed a 'fetal proto-soul matrix' - the

spiritual effulum usually left to *Jizo*- and contain it. Properly stimulated, this strange energy could be repurposed.

Immature human souls are used as the 'basenote' of a POETICA. Magically and electronically stimulated, the soul is trapped in a powerful energy matrix and forced to manifest a corporeal body. At first a single cell, this artificial body undergoes mitosis again and again. One cell becomes two, two becomes four, four expands to sixteen and onward, until a human-form android fetus gestates within a pulsing womb of light and data.

At present, POETICA are no longer produced on a one-to-one basis from abandoned fetal soul-stuff. That's considered last gen tech, though Dr. Momonjii and his inner circle of arcano-technologists might still produce a custom built POETICA using this method for a discerning, preferred customer. Instead, enormous collecting antennas, cold riveted steel with a solid selenium core, and lit by green and white warning lights jut into the sky somewhere in every New Day Girl Factory facility. These massive antenna collect soul stuff and empathic shards from across the nation. These empyreal energies feed into arcane batteries beneath the Ehime production floor, which are tapped each and every time a new POETICA is commissioned.

According to internal memos, using 'pooled proto-soul matrix energy' rather than 'singlet energy' produces POETICA with more diverse skills and more interesting, well rounded personalities.

HOMES AND LANDS

POETICA are a distinct minority population in Tokyo, some living in neat but tiny private apartments overlooking the city's financial heart. Others live and work alongside their purchasers or in well appointed special dormitories where an entire POETICA

production batch, who think of themselves as sisters, are quartered while awaiting purchase.

POETICA are uncomfortable in rural areas, and view the Tatakama itself with a kind of existential dread. Though products of technomagic themselves, they are uncomfortable anywhere they can't get a reliable wi-fi signal.

INTANGIBLES: GREEN AND WHITE

The New Day Girl Factory's colors are green and white- the pure, clean green of a newly printed circuit board and a silvery white. These colors dominate any scene featuring the megacorp. Its offices have green and white carpets- green panels separating white and silver office cubicles- sales staff wearing green blazers or kimono with a white obi- green and white 18 wheeler cargo trucks carrying sleep-mode POETICA to market- and so on.

New Day Girl Factory facilities are clean and ultra-modern. Everything is operated via touch screen, voice command or advanced holographic interfaces lit in shades of cool green. Many of the POETICA assembled by the megacorp have green eyes (or even green hair) and all are shipped to their purchaser in a skintight green and white bio-suit that maintains their stasis until it is removed.

Finally, a note on grammar. POETICA is both the singular and the plural form of address for the species. "POETICAs", referring to multiple androids, is incorrect. A widely accepted plural noun for POETICA is 'harem', as in 'a harem of POETICA'.

RELIGION

Very few POETICA are religious, and POETICA clerics and oracles are virtually unknown. Many of these androids are atheists or agnostics- their souls were assembled with the same care as their body, and given their origins, they are unimpressed by divine acts of creation.

Quite a few are knowledgeable about religion, however. POETICA tend to be voracious readers, and they enjoy studying history, folklore and mythology. Give them a few hours with nothing to do, they'll pillage every wiki they can find, on any subject that interests them.

NAMES

POETICA are assigned a thirteen digit production number, and POETICA enthusiasts can tell the production line, batch, date and approximate time her assembly began from the information encoded therein. This 13-digit number is displayed on the underside of both feet, and bio-tattooed on the inner surface of her labia minora as well as the inside of her lower lip.

Most POETICA are named by their owners- usually a given name suffices, but occasionally otaku who consider themselves married to an especially charming POETICA give her their surname. The online ordering and customization portal for new POETICA includes a name field, to be filled in by the purchaser. Japanese given names are most common, though depending on the fantasy the POETICA is built to fulfill, she might have an exotic name: American, Chinese, Thai, or some name drawn from anime or fantasy. Since *Game of Thrones* has begun airing in Japan, several new-model POETICA are shipping with the name Danerysis.

LANGUAGES

POETICA begin play speaking Japanese and English. They are natural linguists, and may choose any language as a bonus language, except for secret languages, such as Druidic.

POETICA RACIAL TRAITS

Purchase Note: POETICA racial traits heavily reference starting occupations, as described in the D20 Modern SRD. This game-rule concept was revamped to be more fully compatible with the PFRPG in *Forging Heroes, Otherverse Games, 2012*.

Size and Type

POETICA are Medium Monstrous Humanoids. As Medium creatures they receive no special bonus or penalty due to their size. As monstrous humanoids, POETICAs are immune to effects that specifically target humanoids, such as *Charm Person*.

Normal Speed (EX)

A POETICA's base landspeed is 30 ft.

Ability Score Modifiers

-2 STR, -2 CON, +2 INT, +2 WIS, +2 CHA.

These androids are extremely fragile, and they dislike violence. However their minds are strong, and they excel in intellectual and creative pursuits.

Enhanced Senses (EX)

POETICA have top quality optical systems, which provide them with *lowlight vision*. Their implanted headware means they can pick up and communicate unencrypted radio, cellphone and wi-fi or Mesh signals.

Racial Skills (EX)

POETICA are programmed with whatever skill package their purchaser desires, reflecting the natural talents of the infant soul used to create them. When the POETICA is created, choose one of the following racial ability packages, which provide the listed racial bonuses on the following skills. This choice also determines what Starting Occupation the POETICA has.

- *Occupation: Creative.* Craft (visual arts) +2, Perform (act) +2, Perform (sing) +2



- *Occupation: Doctor.* Knowledge (nature) +2, Knowledge (religion) +2, Treat Injury or Heal +2
- *Occupation: Domestic.* Sense Motive +2, Knowledge (local) +2, Perception +2
- *Occupation: Entrepreneur.* Knowledge (business) +2, Knowledge (local) +2, Knowledge (technology) +2
- *Occupation: Technician.* Drive +2, Craft (mechanical) +2, Repair +2
- *Occupation: White Collar.* Diplomacy +2, Knowledge (behavioral sciences) +2, Knowledge (religion) +2

Highly Skilled (EX)

Like humans, POETICA excel in a variety of fields. They receive one bonus skill rank at each level, (and four bonus skill ranks at first level - D20 Modern only).

POETICA AS SYNTHETIC HEROES

The POETICA were first introduced in Synthetic Heroes II as a Chassis type for robotic adventurers. If used with Synthetic Heroes the following racial traits are favored by POETICA. To use them as a Chassis type, simply remove the highly skilled trait and give the POETICA four (4) Build Points with which to purchase additional racial traits.

Blindsight, Codebreaker, Defensive Logic Upgrade, Encyclopedic Databases, First Law Combat Programming, Flexibility, FTL Needlecast, Memetic Sculpting, Neural Probes, Skill Mimic

POETICA ALTERNATE RACIAL TRAITS

Arcane Programming (SU)

Replaces: Highly Skilled

Whenever the POETICA takes a level in the Modern Spellcaster basic class, she receives an additional Spell Point. The POETICA may safely Overcast any spell involving or affecting modern electronic or computer equipment at one level higher than normal.

Combined Fleet POETICA (EX)

Replaces: Racial Skills, Modifies Ability Score Modifiers

You are a military model POETICA, serving the JSDF as a part of an experimental unit operating as support gunners of the nation's new Assault Witch squads. Combined Fleet POETICA have a more rugged beauty than most of these androids, powerful integrated cannons are built into their forearms- these long barreled weapons resemble the turrets of a WWII era

Combined Fleet Training (EX)

Replaces: Highly Skilled

Available To: POETICA with the Combined Fleet POETICA alternate racial trait only

You receive any Combat feat that you meet the prerequisites for as a racial bonus feat at first level.

Cybermodel (EX)

Replaces: Highly Skilled

References The Polymer Path, Otherverse Games, 2014

The POETICA is designed for continual aftermarket upgrade and customization and is designed with technophile owners in mind. The POETICA may withstand an unlimited number of points of Drain (or unlimited number of cybernetic implants) without risking negative levels. The POETICA is highly knowledgeable about cybernetics and cyber-culture, and receives a +2 racial bonus on Computer Use and Knowledge (technology) checks made concerning cybernetics.

Dark POETICA (EX)

Replaces: Racial Skills and Highly Skilled

The POETICA was illegally modified to serve as a torturer, girl butcher and predator's assistant. She was likely purchased by sadistic and more techno-savvy than usual *oni* to serve as a dark and soulless reflection of their own cruel desires.

Instead of the normal racial skills, a Dark POETICA has the following alternate racial skills package.

- *Occupation: Predator.* Intimidate +2, Knowledge (arcane), Stealth +2

Ranged Weapons	Damage	Critical	Range Increment	ROF	Magazine
CFP Cannons	2d6+1 ballistic	20/x2	100 ft	Single	Unlimited

The Dark POETICA is a torture expert. She inflicts an additional +1d4 points of damage anytime she attacks a bound, unconscious or helpless opponent. This bonus damage stacks with sneak attack damage, if any and applicable.

Fortunate Assistant (SU)

Replaces: Highly Skilled

The POETICA is a servant of destiny, and the makers mark hidden just above her pert left nipple is a kanji for good fortune. The POETICA is not bothered by the modern inconveniences of life- three times per day, she can declare she experiences a minor bit of out of combat good fortune. She chooses the shortest and fastest line at the bank, a light changes right as she approaches the intersection, she meets an old friend unexpectedly, and so forth. This general air of good fortune provides the POETICA with a +1 luck bonus on Profession checks and other skill checks made to earn a living.

Frankenstein Girl (EX)

Replaces: Monstrous Humanoid type, Ability Score Modifiers

Frankenstein Girls were a Victorian-era precursor to true POETICA and are quite common in the Tatakama- only the Takatama's most skilled necromancers can animate a Frankenstein Girl. Modern Frankenstein Girls have all the capabilities of true POETICA, including built in communications systems sewn into preserved brain tissue gathered from the corpses of vivacious girls.

Frankenstein Girls are created from stitched corpses, assembled into the pleasing form of a sprightly young girl. They have cold, soft skin with a greenish or grayish tint, and their limbs are often slightly different skin tones. Most have mismatched (but cute) eyes, and thick stitching holds their bodies together. Frankenstein Girls usually have a set of bolt-like devices built into their reconstructed throats.



Frankenstein Girls are Medium Undead, rather than Monstrous Humanoids. They gain all the immunities common to player character Undead. As Undead, they have no CON Score.

Imabari POETICA (EX)

Replaces: Ability Score Modifiers, Racial Skills

The coastal city of Imabari, in Ehime Prefecture is a center of Japanese shipbuilding and maritime heavy industry. Contracts with the New Day Girl Factory allows maritime engineering firms to purchase specially designed, "commercial-grade" POETICA in bulk. Imabari POETICA are designed as hardworking, intelligent and techno-savvy, and are often assigned as forepersons and senior designers in testament to their skills.

Imabari POETICA have the following ability score modifiers.

+2 INT.

Imabari POETICA are highly intelligent, with keen, analytical minds well suited to engineering and technical work. Beauty is a secondary concern, but their chassis are more rugged and better suited to shipyard construction work, than the otherwise waiflike POETICA norm.

Imabari POETICA must choose the Technician starting occupation, but instead of the standard racial skill bonuses, they receive the following. Craft (engineering) +2, Repair +2; they receive the Surface Vehicle Operations (watercraft) as a racial bonus feat.

Little Sister POETICA (EX)

Replaces: Racial Skill package, modifies size

Little Sister POETICA are designed to be perpetually childlike, innocent and cheerful. They are built to look up to their master as the coolest big brother in the world- either in a purely honorable, naïve way or an incestuous way for more *ecchi* purchasers.

Little Sister POETICA must have the Student Starting Occupation. They receive a +2 racial bonus on Knowledge (pop culture) checks. When using the Aid Another action to assist their owner with an INT, WIS or CHA based skill check, the bonus provided is +3, not +2 as normal.

Little Sister POETICA are childlike, and receive a +5 racial bonus on Disguise checks made to pass for a

human child. They are Size Small and gain a +1 size bonus to AC and attack rolls, a -1 size penalty to Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Little Sister POETICA have a base land speed of 25 ft. Their stride is short, but they are quite quick.

Police Lady (EX)

Replaces: Racial Traits and Highly Skilled

The POETICA was a special model of android, assigned duty with the Tokyo Police Department Section Seven as an anti-supernatural officer, as a tax write off by her manufacturer.

Instead of the normal racial skills, a Police Lady model POETICA has the following alternate racial skills package.

- *Occupation: Law Enforcement.* Knowledge (arcana), Knowledge (local) +2, Perception +2

The Police Lady POETICA is proficient with Simple and Martial Weapons but lose the Personal Firearms Proficiency common to Law Enforcement

characters in other nations; the Tokyo PD still prefers non-lethal weaponry over firearms, even when hunting rogue *Ironclub Oni*.



Mature POETICA (EX)**Replaces:** Ability Score Modifiers

The POETICA was created in the early 1980s, using the earliest available techniques. In contrast to modern POETICA, she is less waiflike and demonstrative. She's existed for decades, and knows both the world and herself yet.

Mature POETICA have the following ability score modifiers.

+2 WIS.

Mature POETICA were produced through different methodologies than current-gen POETICA, and are more physically adept. Their years of service has given them wisdom, but transformed their youthful *moe* cuteness into a more mature beauty.

Scratch Built (EX)**Replaces:** Ability Score Modifiers

Japan's techno-hobbyists some times build their own POETICA, using recycled parts and rune and circuit diagrams found on 2Channel. These garage-kit androids are almost as good as the real thing- some POETICA enthusiasts prefer the quirky individuality and occasionally innovative designs of scratch built POETICA to the corporate models.

Scratch Built POETICA have the following ability score modifiers.

-2 STR, +2 to any two mental ability scores of choice (INT, WIS or CHA). Scratch Built POETICA are built with rugged systems but aren't quite as well rounded socially as graceful, production line POETICA.

Vocal-X POETICA (SP)**Replaces:** Highly Skilled

You are a very specialized Idol-model POETICA, part of the Vocal-X series of androids, distinguished by your glowing fiber optic hair and enormous headphones built into your ears.

You can cast *Solid Note* as a spell-like ability three times per day, with a caster level equal to your total character level. Vocal-X POETICA always select the Creative starting occupation and associated skills.

POETICA TRAITS

POETICA select traits that accentuate their social graces, sheer beauty and bio-mechanical talents. Beauty, intellect and machine logic, tempered by a human heart, define what it means to be POETICA.

Caduceus POETICA (SU)**Type:** Faith**Requires:** POETICA race, Doctor starting occupation

Your compassion and medical expertise are legendary, and every aspect of both body and soul were designed with your role as a physician in mind. A birthmark, like a white caduceus adorns your left shoulder, and your hair is white as snow. Such POETICA often become White Mages, or else masters of mundane, tech-based medicine.

You receive a +2 trait bonus on Heal checks made to restore Hit Points. You heal an additional HP worth of damage when casting any *cure* spell, and the amount of bonus healing you provide, based on caster level, is not capped. For instance, if you are a 20th level cleric and cast *Cure Light Wounds*, you would restore 1d8+20 HP (not the 1d8+5 that the spell is normally capped at).

Competitive POETICA (EX)**Type:** Combat**Requires:** POETICA race

POETICA owners often pit their beautiful androids against other models in tests of skill and training. Due to the expense of POETICA ownership, actual combat is rare, but such challenges might be fierce ballet competitions, soccer scrums, games of chance or skill, vehicular or foot races, athletic contests or non-lethal fencing or kendo matches, among

others. More traditional owners might train their POETICA in haiku or flower arranging, and earn glory that way, while otaku POETICA owners might pit their androids against one another in video game death matches.

You receive a +1 trait bonus on all opposed skill checks made against other POETICA, and always win ties against POETICA without this trait. You also receive a +1 trait bonus on attack rolls made to inflict non-lethal damage and combat maneuver checks to grapple or disarm against other POETICA.

Datadancer (EX)

Type: Combat

Requires: POETICA or any cybernetic race

Your electronic perceptions tie you into ambient traffic cams, passing cell networks, and cull data from private cell phones and laptops- as a result you have a split second of advanced warning of danger when it counts the most. You receive a +1 trait bonus on REF Saves anytime you are connected to the Internet (or higher tech equivalent systems); this bonus increases to +2 in areas of extreme Internet connectivity (such as major corporate headquarters with excellent internet coverage, Tokyo's Akihibara district, and other high-tech Mecca).



Dataphile (EX)

Type: Racial or Social

Requires:

POETICA race

You love nothing better than data input! You can make Computer Use checks in half the usual time, and while connected to the Internet (or higher tech equivalent systems) you may reroll any failed Knowledge check once.

Data Umbilicus (EX)

Type: Racial

Requires:

POETICA race

The POETICA has a long, semi-prehensile and fully retractable fiber optic cable that is usually stored within her headphone-like

cranial pods. She can plug into another POETICA and read her surface thoughts, as if by the 3rd round effect of *detect thoughts*. If the other POETICA is unwilling, she must succeed at a combat maneuver check to 'plug in', as if grappling. The POETICA may add her INT modifier (if positive) to her CMB when attempting to plug in.

Death and Machines (SU)**Type:** Magic**Requires:** POETICA race

POETICA are created from the tattered remnants of tiny dead souls, grown into something bio-mechanical and glorious. Understanding the truth of your nature opens secrets of necromancy and techno-magic that purely human spellcasters never realize. You may cast any enchantment or transmutation spell that can solely affect constructs or machines as a necromancy spell instead.

Emancipated (EX)**Type:** Social**Requires:** POETICA race (or other 'artificial girl' race, at GM discretion)

Unlike the vast majority of the POETICA race, you are legally free (and have the papers to prove it!). You may own property, obtain a driver's license, work and have all the legal and social protections taken for granted by humans.

Fashion Slip POETICA (EX)**Type:** Social**Requires:** POETICA race

Like many of Tokyo's POETICA, you were purchased and freed by the activist owner of the ultra-hip Fashion Slip boutique, and spent at least a little while working as a sales android while exploring what it meant to be free. You receive a +2 trait bonus on Knowledge (pop culture) checks made concerning high fashion, and a +1 trait bonus on Knowledge (local) checks made in Tokyo.

Kuudere (EX)**Type:** Social**Requires:** WIS 13+

You are coolly dispassionate and often seem unemotional to those who don't know you well. Your passions burn deep however, yet you rarely reveal them. You receive a +2 trait bonus on WILL Saves against enchantment (compulsion) effects and on Bluff checks made to conceal your emotional state.

Fueled POETICA (EX)**Type:** Racial**Requires:** POETICA race

Most POETICA need to eat and drink, just like fully organic women, but a handful of models have an arcane fuel rod the size of an AA battery implanted in their abdomen. The POETICA has no need to eat or drink to sustain her life functions, but may do so to achieve some benefit (such as drinking a potion).

Machine Sister (EX)**Type:** Social**Requires:** POETICA race (or other technomagical race at GM's option)

As an occult machine yourself, you are comfortable with computers in a way ordinary humans can never be. You receive a +1 racial bonus on Computer Use checks, and this is always a class skill for you. You receive an additional +2 racial bonus on opposed Computer Use checks made against Human opponents.

Mechanical Ghost of the Lost (SU)**Type:** Faith**Requires:** Mature POETICA alternate racial trait

The first generation of POETICA androids were created from a single abandoned fetal soul, while later models were created instead from a mélange of souls pulled from Japan's ghost haunted air. As a result of their origins, the POETICA reminds Ubume of what they have lost, even if the Ubume cannot consciously perceive what the POETICA really is beneath the polymer. The character receives a +4 trait bonus on Diplomacy checks made against Ubume characters.

Pillow POETICA (SU)**Type:** Faith**Requires:** POETICA race

Your body is soft and pliable, and sleeping in your arms is restorative for humans. If you undergo complete bedrest with a human also undergoing complete bedrest, that human regains Hit Points and Ability Score damage at three times the usual rate.

Sterile POETICA (EX)

Type: Racial

Requires: POETICA race

Your miles of artificial intestine are assembled with surgical-grade sterility in mind. As a perfectly clean artificial girl, you do not sweat, urinate or defecate. You receive a +2 racial bonus on saving throws against spells with the *skatto* descriptor.

Weightless Systems (EX)

Type: Racial

Requires: POETICA race

Gravity generators near your bio-mechanical heart make you nearly weightless, and incredibly light on your feet. While you are conscious, your apparent weight is roughly 1/10th what it would be for a human female of your build, whenever doing so would benefit you. You may easily be carried by an ally, for instance, and there is a 50% chance that traps and sensors based on human-level weight do not trigger. You do not suffer any penalty in combat, nor are you at any greater than normal risk of being blown away in high winds than a human of equivalent build, however.

POETICA FEATS

POETICA choose feats that emphasize their emotional bond with their human purchasers, or else build on their innate beauty.

Deepening Intimacy

(Racial – POETICA) (SU)

Prerequisite: POETICA race, Emotional Support

Benefit: When within 60 ft of your purchaser or current master/mistress, and either you or that character is called to make a WILL Saving Throw, both characters make a WILL Save at the same DC. If either character succeeds on the WILL Save, both characters are considered to have successfully saved against the effect. This ability does not apply if both characters are targeted by the same area effect that offers a WILL Save.

Disassociate

You can completely disassociate yourself from your current circumstances, allowing you to view the world with an icy dispassion.

Prerequisite: Kuudere starting trait

Benefit: Once per day, as a swift action, you can disassociate from all emotion and feeling for a number of rounds equal to your character level. During this time, effects with the descriptor of emotion or fear and effects that provide morale bonuses or penalties are suppressed.

Emotional Support

(Racial – POETICA) (SU)

POETICA are designed to complement their purchaser's personality, and offer unfailing emotional support in times of crisis.

Prerequisite: POETICA race

Benefit: When the POETICA is within 60 ft of her purchaser or current master/mistress, and both can clearly see and hear one another, the master receives a +2 morale bonus on WILL Saves. When the POETICA reaches 10 character levels/Hit Die, the bonus increases to +4, and the bonus increases to +6 at 15 levels/Hit Die.

Fusion Terrain (SU)

Each step you take while raging warps the urban wilderness into a twisted, bio-mechanical hellscape.

Prerequisite: Feral POETICA Barbarian class levels

Benefit: While raging in any urban or artificial environment (such as a space station or ship), each square you move into becomes *difficult terrain*, composed of jagged metal, twisted rebar and concrete and warped pipes and cabling. These specific squares of difficult never hinder your movement, nor that of any other Feral POETICA barbarian. This difficult terrain returns to its normal state when your rage ends.

Living Gohei (Racial) (SP)

As you matured, your faith and good nature has worked a subtle change on your internal systems. One day, you awakened from

system-sleep mode with protective kanji inscribed on your heart, and luminous protective prayers glowing between your small breasts.

Prerequisite: POETICA race, Knowledge (religion) 3 ranks, any good alignment

Benefit: You radiate a continual *Bless* effect, in a 50 ft radius, centered on yourself, as a cleric of your total character level. You may suppress or resume this aura at will, as a free action.

Masterful Performer (SU)

You are one of the brightest lights of the stage and screen, destined for world-wide fame as one of Japan's most stunning young idols.

Prerequisite: Bardic performance class feature, Perform (sing) 1 rank

Benefit: Once per day, when making any perform check, you may attempt a masterful performance. You must declare the use of this ability before making the Perform check. Roll a d20 as normal for the check; if the die result is 15 or greater, you make a Masterful Performance.

Reroll the check using 1d100 (or percentile dice). If the result is greater than 15, it replaces your initial skill check result, allowing you to craft a performance your audience will dream of for the rest of their lives. If the percentile dice result is less than 15, use the original die roll instead.

Submissive and Hesitant

You prefer to wait for others to take action before entering the fray yourself.

Benefit: When you choose to delay your action until a designated ally acts, you receive a morale bonus on all saving throws equal to the difference between your Initiative score and your ally's Initiative scores for one round.

Example: If Chii (Initiative 18) chooses to wait until her master Hideki (Initiative 12) acts, she would receive a +6 morale bonus on all saving throws for one round.

Super Kawaii (SU)

You are too adorable to kill, and even the most vicious oni would rather have you to play with rather than to kill outright.

Prerequisite: CHA 13+

Benefit: When unarmored or lightly armored and wearing at least moderately revealing clothes, you may add your CHA modifier as a luck bonus to your Armor Class.

BARBARIAN ARCHETYPE FERAL POETICA

By definition, POETICA are beautiful, charming and compassionate, and the girl-androids are programmed to be both submissive and self sacrificing. A handful, though, glitch in unpredictable ways, becoming android berserkers with horrific strength and inhuman regenerative capabilities.

The Feral POETICA Barbarian archetype is only available to POETICA androids.

Computer Use (EX)

Add Computer Use (INT) to the Barbarian's list of class skills. The Feral POETICA may attempt Computer Use checks, at no penalty, while raging.

Machine Sense (EX)

The Feral POETICA can sense the presence of and can automatically pinpoint any electrically powered device at least as complicated as a flash light. It can automatically pinpoint invisible opponents who are cyborgs, POETICA, other robots, or carrying high tech gear.

- Machine Sense is gained at first level, and does not replace an existing Barbarian class ability.

Bio-Mech Fusion (EX)

The POETICA's self repair and regenerative systems go out of control- instead of merely repairing their onboard systems, and acting as an artificial immune system, the Feral POETICA blood-borne nanites allow her to fuse

her body with other mechanical systems to heal her injuries and increase her capabilities.

As a full round action, the Feral POETICA can touch another high tech machine and press it to her body. On the first round of contact, the machine gains the broken condition; on the second round of contact it is destroyed.

Small or smaller machines (an iPod, laptop computer or laser pistol) heal the Feral POETICA for 5 HP. Medium machines (a moped, desktop computer, dishwasher) heal the Feral POETICA for 10 HP. Large or larger machines (automobiles, subway trains, television antenna) heal the Feral POETICA for 20 HP and break any harmful transmutation effect currently afflicting her.

Members of mechanical species, such as POETICA, Star Droids, Full Conversion Cyborgs or other machine races instead suffer 1d6 points of temporary CON (or INT for robots without CON scores) per round of being engulfed. Each point of CON drained heals the Feral POETICA for 5 HP. Using the Bio-Mech Fusion in this manner requires a successful combat maneuver check to grapple.



In either case, excess HP are gained as Temporary HP, which last for one hour.

- Bio-Mech Fusion is gained at 2nd level and replaces Uncanny Dodge.

Polymer Fists (EX)

The Feral POETICA secretes metal and plastic destroying nanites when enraged. Beginning at 3rd level, she ignores 2 points of Hardness when attacking any object composed primarily of metal, plastic or advanced polymers. She ignores an additional 2 points of hardness at 6th, 9th, 12th, 15th and 18th level.

- Polymer Fists are gained at 3rd level and replaces Trap Sense. It improves at 6th, 9th, 12th, 15th and 18th level.

Augmented Bio-Mech Fusion (EX)

When using her Bio-Mech Fusion ability, rather than recovering Hit Points, the Feral POETICA instead choose to receive a restorative effect, as cast by a 10th level cleric. Alternatively, the Feral POETICA can gain additional rounds of rage per day; the Feral POETICA cannot gain more than 20 additional rounds of rage per day by absorbing machines.

- A small or smaller machine can act as a *delay poison*, *lesser restoration*, or *remove paralysis effect*. Each small or smaller machine absorbed can also provide one additional round of rage per day.
- A medium machine can act as a *remove blindness/deafness*, *remove disease* or *remove poison* spell. Each medium machine absorbed can also provide 4 additional rounds of rage per day.
- A large or larger machine can act as *break enchantment* or *restoration*. Each large machine absorbed can also provide 8 additional rounds of rage per day.

Grappling a mechanical species does not change.

- Augmented Bio-Mech Fusion is gained at 5th level and replaces Improved Uncanny Dodge.

EHIME PREFECTURE

The New Day Girl Factory is headquartered in Ehime Prefecture, and is the prefecture's largest employer by far. The artificial girl factory's presence has changed the character of the prefecture and its people, and twisted the region's karma.

ADVENTURING IN EHIME PREFECTURE

Ehime has become a place of quiet misogyny, mostly as a result of the New Day Girl Factory's presence.

- Female creatures must succeed at a DC 15 WILL Save at the beginning of each day within the prefecture or suffer a -4 penalty to their Initiative score, and a -2 penalty on Diplomacy and Intimidate checks made against male characters.
- POETICA suffer a -2 penalty on saving throws against enchantment effects within the prefecture, as well as Psionic effects from the telepathy discipline.
- Male characters receive a +2 bonus on Perform (sexual) checks within the prefecture.
- If the New Day Girl Factory is destroyed, Dr. Momonjii permanently slain, or HealthGirl85 put out of business, all these effects immediately end.

The Artificial Girl Musuem, Matsuyama, Ehime Prefecture

This pleasant museum is a masterpiece of modern, corporate architecture and is centrally located in downtown Matsuyama. The floor to ceiling windows are smoked green mirror glass and the frame is gleaming silvery steel. Suited tour guides- exclusively human and exclusively male- lead visitors on a tour of the history of the **New Day Girl Factory** in particular and of artificial girls in general.

Disassembled POETICA prototypes and bamboo Living Toys from as far back as the

Meiji Era are displayed in glass coffins, like sleeping princesses. None of the exhibits touch on the truth of what POETICA are or how they are made, painting the Artificial Girls as merely cutting edge magi-tech. Living POETICA are never displayed in the museum, nor are they allowed to speak on their own history or testify to their own humanity.



The Artificial Girl Owner's Coalition, Matsuyama, Ehime Prefecture

This sprawling, Western-style mansion is built in the shadow of Katsuyama Mountain. The mansion was constructed in the early 1920s, by a former noble enamored of French architecture, and is one of the most luxurious homes in Shikoku, often visited by Emperors, politicians and Japan's celebrities. Today, the mansion is the meeting place of the **Artificial Girl Owner's Coalition**, a social club and lobbying body for ultra-wealthy POETICA owners. Invitation to the Artificial Girl Owner's Coalition is by invitation only, and annual membership dues are exorbitant.

The Coalition meets quarterly, in grand balls that all members are expected to attend, while smaller quorums meet regularly to discuss

business, socialize with fellow POETICA enthusiasts or simply crow over their latest purchases and upgrades. Coalition meetings are held on the mansion's secured second and third stories. Mystical wards and technomagical locks protect the meeting rooms. Entrants must not only present their own key, but be accompanied by one of their POETICA playthings, whose bio-signature acts as a secondary entry key. Club members traveling without their POETICA are unwelcome, as it's a tenant of Coalition membership that a POETICA 'is the one accessory that goes with everything'.

The mansion's first floor is open to the public until sunset, and for a nominal 500 yen fee, tourists can walk through a beautifully appointed museum of POETICA technology, decorated in fine Continental style. The Coalition's private museum is easily the equal

(and possibly the superior) of the nearby Artificial Girl Museum. And unlike the rival museum, the privately funded collection is far more honest about the origins of the POETICA, and their creation from fetal soul fragments. A framed portrait of the species' creator, **Dr. Jiro Momonjii**, gazes sternly from a place of honor near the grand stairs that lead to the off-limits second floor.

Grey Faced Men

The Artificial Girl Owner's Coalition's bylaws require all prospective members to be unmarried and fully human Japanese men of at least 30 years of age (though younger members are considered junior associates until they reach a more respectable 40 years). Prospective members must submit a detailed financial history prior to consideration, and only the wealthiest and most successful are ever considered for membership. Many members are also members of the Amakaze, though the AGO Coalition is far inferior to the Amakaze in influence and dignity.

Prospective members must also own at least one POETICA who has bonded emotionally to them. A candidate's POETICA is interviewed, just as he is; members are expected to be paternal and sternly disciplinarian, if necessary, but sadism towards POETICA is discouraged. The ideal relationship, according to the AGO Coalition at least, between a human man and his POETICA is a fatherly, highly sexualized one. POETICA are to be both pseudo-daughters and submissive lovers, and as few Coalition members have acknowledged children of their own, the club is an outlet for their paternal urges, however warped.

The mansion is home to the Coalition's President and his POETICA, who is elected by the club's senior membership and serves for life, or until he retires. In addition to his own POETICA, the President is expected to care for the mansion's staff of POETICA maids, servants, attaches and assistants.

Among this number is the raven-haired POETICA **Tokei** (LE Female Mature POETICA Charismatic 8/Personality 5), who has served as the Coalition's recording secretary since its inception. Tokei was among the first POETICA unveiled, the product of many of the New Day Girl Factory's earliest ad campaigns, personally created by Dr. Momonjii himself. She was bequeathed to the AGO Coalition as a particularly lavish gift (as well as to provide Momonjii with eyes inside the club). She is often found in Tokyo, attending to club business, and lobbying Diet members. Hers is the voice that keeps POETICA in bondage, and she relishes the duty. (When traveling abroad to lobby on Health Girl85's behalf she is often accompanied by **Asami Kumo**.)

The members of the Artificial Girls Owner's Coalition are extremely similar, and become more and more alike as they rise in prestige within the Coalition. To quickly generate a random member of the club, roll D12s on the chart on **Page 19**. The President is also randomly generated.

The New Day Girl Factory, Matsuyama, Ehime Prefecture

The world famous (at least in the magical community) New Day Girl Factory has its main production facility in Matsuyama. This sprawling factory covers several acres and is protected by an electrified cyclone fence. Once assembled, the New Day Girl Factory's living toys are brutally conditioned for sexual servitude, and kept in cold, spartan barracks scattered throughout the sprawling campus. There, these artificial women are trained for submission and masochism.

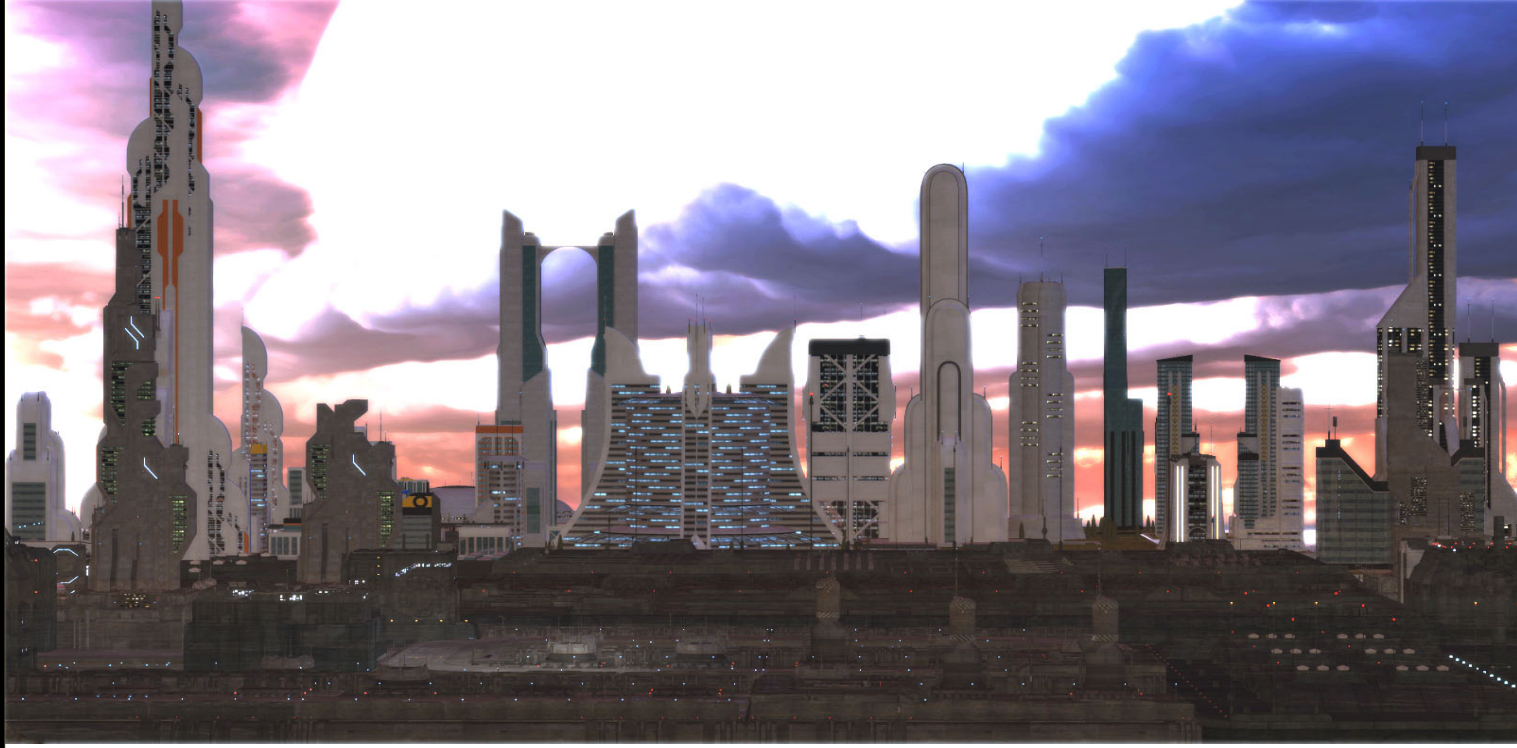
Low-ranking Amakaze agents and especially trusted hired monsters are allowed to visit the Matsuyama facility, to abuse 'the product' as they see fit. More senior Amakaze affiliates are given their pick of more challenging 'dark pleasures' and tend to look down on their

D12 Result	Family Name	Who Is This Man?	Where Does His Power Come From?
1	Abe	A sentimentalist, who is beginning to wonder if his beloved POETICA "daughter" shouldn't be allowed to go to college and begin her own family	A shipbuilding magnate from Imabari
2	Kaifu	He would have been a pedophile, if not for the three Little Sister POETICA he purchased	A political kingmaker whose whim determines Diet elections
3	Miyazawa	A sorcerer nearly 230 years old, who depends on his POETICA to keep him connected to the world	He is a high ranking Amakaze.
4	Ashida	A manipulator, who neglects his own POETICA in favor of cruel seductions of other members' POETICA	Extensive blackmail files on other Coalition members
5	Yoshida	An experimenter, who has modified his own favorite POETICA and given her unique and horrible powers	A senior monk of the Ramat Sect or another obscure Buddhist sect
6	Konoe	Someone who once spoke in favor of freedom for artificial girls, now corrupted by power, money, sex and fame	A senior Healthgirl85 shareholder
7	Koiso	Dying slowly, and only kept alive by magic and bio-tech, becoming more of a techno-oni with every procedure	One of Japan's most respected physicians
8	Reijiro	The son of a former member, who inherited his father's POETICA and position, and unsure if he wants either	A current movie star or former boy idol singer
9	Ikeda	A nouveau riche schemer who dreams of usurping the Presidency and will cheerfully commit any atrocity for membership in the Amakaze	Beloved servant of a powerful Oni Lord or Lady
10	Ishibashi	One of the Ubume Empress' many cat's paws, inserted in the club to keep an eye on Tokei and Momonjii, unknown (?) to either of them	A cutting edge cybertech engineer
11	Fukuda	Suffered recent financial ruin and will kill himself and his beloved POETICA rather than allow himself to be expelled from the club	A major defense contractor
12	Koizumi	Unknown to the other members, is really a Doujinshi sex fantasy come to life, who might one day win freedom for all POETICA (if he's not found out)	Idle rich playboy with vast inherited wealth

junior counterparts and their petty mutilation of Living Toys and POETICA.

Recently the Matsuyama facility has begun producing a line of Dark POETICA. Prior to completing their training and going on the market, these sadistic androids serve as torturers and executioners as needed, keeping the enslaved artificial girls barracked here in line.

The worst of the facility's guards is **Asami Kumo** (NE female ninja Dark POETICA Rogue 12/Assassin 4), a spindly bitch of sharp angles and fetish vinyl, a murderess able to carve through an assault helicopter with nothing more than an ordinary box cutter, the kind you could get from any hardware shop....



The Momonjii Estate, Matsuyama, Ehime Prefecture

Dr. Momonjii has lived in a relatively modest five bedroom mansion in Matsuyama since the late 1980s (he also maintains his ancestral home in Hiroshima, as well as other properties throughout Japan and Southeast Asia). The thoroughly modern home is designed in a western style, and maintains possibly the best private wifi network in the prefecture (second only to the factory, of course). Dr. Momonjii often works from home, or entertains international visitors here.

Representatives of several American robotics firms have met privately with Dr. Momonjii, hoping to win a hotly coveted license to produce American-made POETICA for the Western market. So far, no American megacorp has met the doctor's stringent technical specifications and quality control baselines, though quite a few (with the doctor's encouragement) are coming close.

The estate is tended by a small company of servants, many of whom are the spouses of workers at the New Day Girl Factory itself. Dr. Momonjii personally hires and fires every member of his personal staff, and gives preference to those referred by his company's

existing workers. Most are fully human, though the gardening and landscaping staff (whose works have appeared in Japanese gardening and nature magazines on several occasions) are POETICA. Dr. Momonjii chooses these POETICA from the most intelligent, and personal 'newborn' androids produced by the Factory. Such POETICA stay with Dr. Momonjii's gardening staff for a full year. Due to the doctor's advanced age, and generally retiring demeanor, they are not called upon for sexual service, though many do accompany the doctor to dinner or cultural events around town. After their year of service ends, they are placed on the open market. As a result of their being personally 'cultured' by the creator of the species, these POETICA fetch multi-million dollar prices.

Otomo Elementary School, Ehime, Ehime Prefecture

Otomo Elementary is a mid-sized and decently appointed elementary school located in a gentrified neighborhood that is home to many Factory workers and their families. Before the New Day Girl Corporation moved in, it was a fairly ordinary school.

Now, the school is home to both the children of New Day factory workers and other

ordinary townsfolk, and the children of megacorp elites. The elementary school's wealthiest students lord over the poorer kids, and show off their sexy, lingerie clad POETICA android nannies. The school's facility is terrified of *skatto* magic (because the New Day Girl Factory demands clean-room cleanliness everywhere in the town), and will expel poor kids for even ordinary accidents under the pretext the children are trying to learn *skatto* sorcery. However, for the wealthy few, graduating from Otomo means getting into a good junior high, then a good senior high, then a great college- this is the first stop on a fast railroad to a rich future.

Paradise Roppongi, Ehime, Ehime Prefecture

The Paradise Roppongi is a very expensive, and even more exclusive, bar and restaurant named for the Tokyo nightclub district. Everything is brass and oak, with a chic flavor. Executives from the **New Day Girl Factory** have their dinners and working lunches here regularly. **Dr. Momonjii** dines here often, accompanied by a small clique of his latest POETICA creations. When Dr. Momonjii is dining, the doors are always sealed and locked; no other guest can enter or leave until he chooses to. Those outside (and many of those trapped within) do not realize that Momonjii shunts Paradise Roppongi into a black, oily hell between dimensions, a place that is neither the Earth Realm nor the Black Else, but safe and secure from his many enemies in both realms.

While they are trapped in the non-space with him, Dr. Momonjii is a gracious host to fellow diners, and most merely assume the locked doors are a mundane security (or more likely, anti-paparazzi) measure demanded by a wealthy and somewhat eccentric old man. During his meal, the good doctor often poses for photographs with visiting dignitaries, and might offer stock tips, medical advice or advice on the care and grooming of POETICA over scotch at the bar. His androids are similarly charming,

especially to visiting foreign tourists- they are especially fascinated by Chinese or American travelers.

CHIBA

Culture Smile Café, Chiba, Chiba Prefecture

Culture Smile Café is a small dinner café in Chiba's entertainment district. The food is decent and drinks are cheap, but the main attraction is the chance to admire the café's collection of several thousand anime and manga figurines. The Culture Smile Café is a local otaku hotspot. Culture Smile Café is owned by **Rin Kakuichi** (CE male human otaku Rogue 2), who puts on a genial exterior. Kakuichi has a major fetish for POETICA. Androids eat free here, and the café is usually crowded with several POETICA, eating sweets and sipping green tea. Kakuichi even has the posters for a couple of POETICA-freedom orgs on the wall behind the registers.

Rin Kakuichi is not the slightly tongue-tied friend of the androids he pretends to be. He's wanted a POETICA slave of his own since he was eleven; unable to afford it, the café is the closest he can come. He's tortured two POETICA to death and dumped the bodies into the harbor. As soon as he can work up the courage, he's going to do the third, an especially cute violet eyed model who comes in on Wednesdays....

Cute Sister Showroom, Chiba, Chiba Prefecture

The New Day Girl Factory has an outlet and special production floor in downtown Chiba, just a short walk from the city's suspended monorail station and adjacent to the city's **Comic Markets**.

The latest brainchild of **Dr. Momoniji**, the Cute Sister Showroom produces an

absolutely adorable variant chassis-type of POETICA- **Little Sister POETICA**. These small, childlike androids are designed for perpetual innocence and cuteness, and are popular with more innocent Otaku who want a chaste, kid sister who'll look up to them as the coolest big brother in the world, and hardcore pedophiles with money to spare and an interest in arcane-robotics.

Little Sister POETICA are only built at this location. These high-end child robots are hand assembled by **Erika Nieshida** (LN Female POETICA Expert 8). She's been told if she builds perfect androids that satisfy 108 discerning clients, she'll earn her freedom. She knows it's a lie but she still works. She has no choice and only the weakest of hopes.

Free Gear Publishing & Gallery, Chiba, Chiba Prefecture

Free Gear is the oldest and best funded of the various POETICA-freedom orgs out there, but that's not saying very much. The POETICA-abolitionist movement is in its infancy, and has nowhere the political capitol of similar Neko-freedom lobbying groups. Free Gear publishes a thin, underground POETICA-ran newspaper, as well as a website and accompanying Twitter feed. The small, over-crowded printers office that is home to the Free Gear Publishing company shares space with a public art gallery open to all POETICA artists. Profits from the sale get funneled back into the news paper.

As most POETICA are quite talented artistically, even the untrained efforts of young artists (many of whom are still enslaved) can be quite striking. Owning POETICA art is the hip new thing, but not enough people know about the gallery to make it truly profitable, and prices are still bargain-basement. Free Gear's newspaper comes out weekly, on Friday afternoons, and is a fixture of many of Tokyo and Chiba's anime shops, cafes and arcades, as well

as a few main-stream restaurants and bars whose owners care more about the plight of POETICA than is the norm for humans.

Free Gear is run by a serious, older-model of POETICA whose slender form bears the signs of a major system rebuild, and who walks with a subtle limp. She's no longer top of the line, and she's old enough, and wise enough, not to let that bother her...much. **Kyou** (LN female Mature POETICA Dedicated 3/ Investigator 3) never talks about her past, or what she survived on her route to freedom, but she was the first **Noriko Gibson**, back in the early 1990s. The New Day Girl Factory thinks they killed her in 1997, and she makes sure to stay off their radar...but one day she will see the Factory burn and put her lead-jacketed steel through that bastard Momonjii's heart.

New Day Girl Factory Docks, Chiba, Chiba Prefecture

Though headquartered in Ehime, the New Day Girl Factory transships its custom-built POETICA androids to purchasers and doll enthusiasts around the world through Chiba's Port. This heavy industrial campus covers several acres, and massive green and white cranes lower cargo pods filled with hundreds of inert POETICA into double hulled cargo ships painted in the same colors.

The NDGF Docks are far more dangerous than Japanese government inspectors (well paid off by the Ehime megacorp) realize. Destroyed POETICA are disassembled on site, their viable components recycled for use in other androids. No prayers are said over the bio-mechanical corpses, and ghosts are common. Melancholy machine-ghosts and dangerous **bio-machine oozes** prowl the maze of ugly, utilitarian buildings and tall rows of stacked green and white cargo pods.

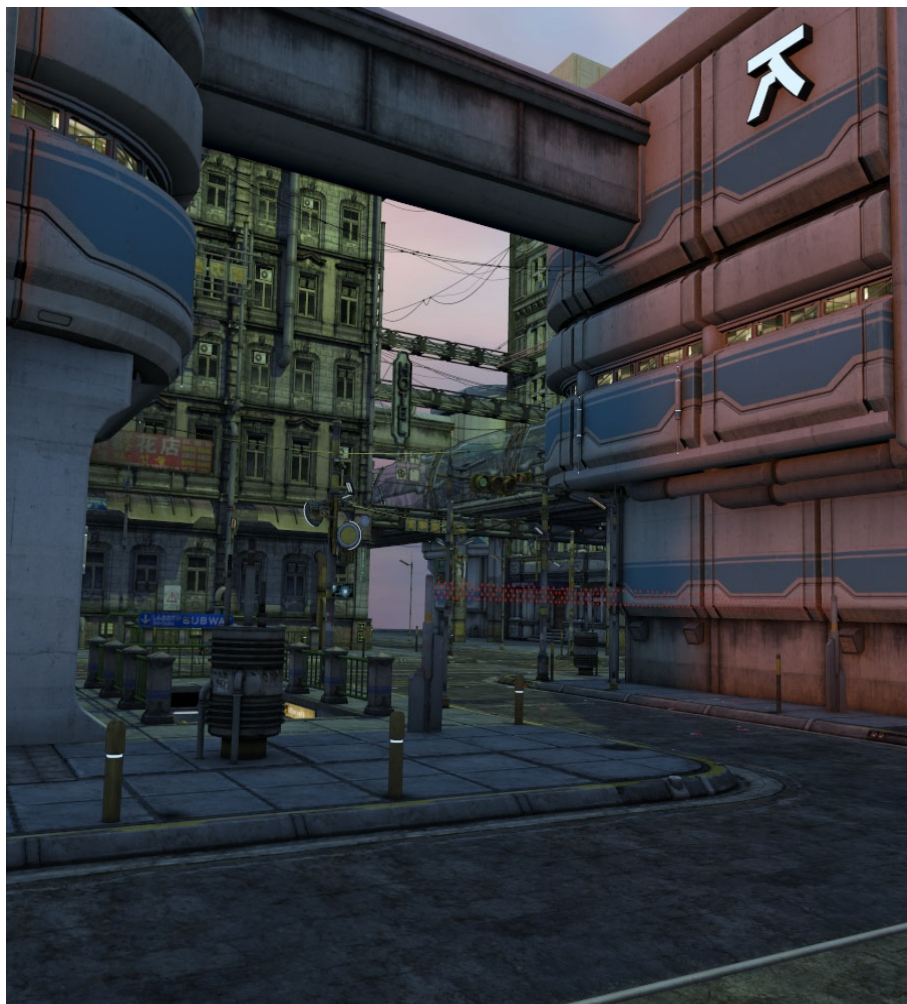
Attracted by the scent of death and misery **Nure-Onna** crawl from the harbor to

feed on night shift workers. Because of the danger, pay and benefits are outstanding but few workers stay with NDGF longer than a month or two, even if they survive. Even the least psychically aware soul can sense that the dock's spiritual malaise is nearing a crisis point.

Yamaha Motorcycles (abandoned), Chiba, Chiba Prefecture

This motorcycle assembly plant was shuttered in the late 1990s and remains in legal limbo as bankruptcy proceedings and a legion of lawsuits wind their way through their way through the courts. It has become the lair of the dark POETICA necromancer/summoner **Valentina A** (CE Scratch Built POETICA Summoner 14), and a hiding place for her vast legions of tech-augmented undead bio-borgs.

People disappear here, and the Chiba prefectural police don't enter this ruined, boarded up neighborhood in anything less than platoon strength, and even then only rarely. On clear nights, the slow blink of a jury-rigged soul collection antenna- a crude, gutter-tech copy of the green and white selenium-cored towers above the Chiba Factory docks is an eerie beacon amid the smog. On those nights, Valentina A is working. Experimenting. Testing the capture-net that sieves fetal soul shards. Testing the occult wombs. Trying to build her first true POETICA. Trying to steal the secret of creation itself.



Tokyo

Tokyo is home to more POETICA per square kilometer than any other city on the planet. POETICA are playthings for the wealthy and decadent, and in Tokyo you can find plenty of both.

Electric Town, Akihabara District, Tokyo

The center of the Akihabara District is an endless neon party, some of the best and most densely crowded shopping in Tokyo. Electric Town is a mecca for Otaku, gamers and gadget-freaks of all kinds. Video game megacorps like Sega and Taito have gleaming office buildings here, their outer facades lit with flashy neon. Massive electronics stores sell everything from personal computers to cameras to televisions to appliances and toys- the largest are nine or ten story behemoths with square footage larger than most of Japan's rural villages. Anime and manga shops, book stores, music and DVD stores, bars,

restaurants and maid cafes are found on every single corner, ten to a block at least.

Many of the new sites described in this sourcebook, and most of the sites from *Black Tokyo Unlimited* found in or near Akihabara are part of the bustle and energy of Electric Town.

Annix!, Akihabara District, Tokyo

Annix! is an eight story monolith selling anime and manga. The building is a sleek glass spire shaped roughly like a stylized katana, glazed in neon. It also includes two floors of wireless and manga cafes. Local kids can rent computers or drawing tables, or cheaply print their *dojinshi* here and sell them on a floor above for very reasonable hourly rates.

The whole point of Annix! Seems to be the creation of **Doujinshi**- both the hand printed and often erotic comics and the magical species that took the same name. Huge video screens mounted at various places along the Annix! tower's height, playing close ups of the art being created on the drafting tables inside, as the artists work. Passer-by can look up to watch new Doujinshi being born in storms of magical fire and graphite (though most people only see anime playing on the screens).

The Annixers are an unruly, fractious collection of Harem Mages, enchanters, illusionists and Summoners who learned the arts here in the heart of Tokyo. Most are *Doujinshi* themselves, and a few others are *Kami* of creativity or craft. Collectively, they run the Annix! and train apprentices when they feel like it.

The most senior Annixer never leaves the building. **Penloe** (LG Female POETICA Harem Mage 4) is probably Japan's staunchest advocate for POETICA rights. Though keenly intelligent and utterly committed to winning freedom for POETICA, she is also justifiably paranoid,

terrified that someone- maybe her former master, maybe someone worse- will enslave her again if she's caught outside. She'd die before becoming a slave and carries a hidden blade for that reason. Despite, or perhaps because of, her quest for android rights, Penloe has no great love for Tokyo's Nekomusume. These days, it's fashionable to be pro-Neko freedom, but nobody seems to care about the plight of androids.... Even the liberal bloggers running pro-Neko stories usually have a POETICA love slave to cuddle up to at home.

Californium 252, Akihabara District, Tokyo

Named for the rare earth element that is currently one of the most expensive substances, gram for gram, on the planet, this posh, private nightclub radiates an almost palpable evil. Even the least sensitive mortal feels an uncomfortable shudder up the spine as he passes the smoked, black glass doors, marked by a silver sigil resembling Californium 252's molecular structure. The nightclub is owned by **Taru Tsuyoi's GREEN FLAG** media empire, and backed by his faction of the Amakaze, who are no great friends to Dr. Momonjii or his Health Girl85 faction.

Membership at Californium 252 is by the personal invitation of Tsuyoi or another senior GREEN FLAG board member, and dues are shocking even to multi-millionaires. Those allowed to pass through the ebon glass doors find a vast lounge, larger on the inside than the out, lit by cold blue fluorescents set to create seductive shadows rather than banish them. POETICA waitresses and entertainers, dressed in lingerie and vinyl, walk the floor. They are available for use by the club's members, either in the private sex booths encircling the dance floor or on the raised arena that is the club's center piece. There are, quite notably, gallows, guillotines, electric chairs and an assortment of lethal torture devices displayed on that stage,

each lit by a 100 foot-candle spotlight. Glowing murder, wrapped in darkness.

Club security-rapacious *Ushi-Oni* stalking the floor in cybernetic exoskeletons- force any new member to purchase and kill at least one POETICA waitress on their first visit, or visit the killing stage themselves. Perhaps it is the enchantments of this horrible place, perhaps it is purely the psychology of evil, but the first kill is usually addictive, and soon, even the most reluctant killer becomes a devoted lust murderer. Many of the regular attendees of Tsuyoi's illegal **Rape Pure** bouts acquired a taste for sexual violence after being invited to join an exclusive club whose activities are shrouded in seductive rumor.

Californium 252 cannot purchase its POETICA snuff-slaves from the New Day Girl Factory directly, due to tensions between the two Amakaze factions. Instead, the club's buyers attend the Cyber Heart Café's July auctions each year, buying as many decommissioned androids as possible, and driving up the prices on the rest. The club is not above kidnapping free POETICA and breaking them for use as snuff-toys, and its hunter-killers are justifiably feared by free POETICA throughout Tokyo. They are the reason that most free POETICA in this city never walk home alone.

The Cyber Heart Café, Akihabara District, Tokyo

The Cyber Heart Café (with a stylized heart design fitting between the establishment's



kanji in advertisements) is a hyper-commercialized maid café in the heart of Tokyo's tech district. It's exclusively **POETICA** staff dress in futuristic versions of the traditional maid costume. The Cyber Heart Café is one of the most expensive maid cafes in Tokyo, with hidden charges for everything.

The café focuses on long term clients, with its AI maid-staff progressing through carefully scripted scenarios that allow a client to 'unlock' a deeper relationship with its maids in exchange for well chosen dialogue choices, repeated visits and lots and lots of yen changing hands. The whole experience plays out like a live action version of a harem/romance game. Regular customers can purchase 'their' maids at annual auctions where bidding can quickly get intense. POETICA maid-droids are replaced after 24 months of service, and usually 'sold off' in the annual Maid Auction, which occurs every July.

The Cyber Heart Café is owned and operated by the **New Day Girl Corporation**, Japan's leading manufacturer of artificial women. A mid-level administrative Vice President oversees daily operations of the Café and ensures profitability. However, the Café's public face is the POETICA businesswoman **Noriko Gibson** (assigned a Western surname in homage to William Gibson). Publicly Gibson is seen as a major POETICA entrepreneur, one of the most financially successful artificial girls in Japan. She is seen as a maternal figure, giving new model androids their start in life in a relatively safe, secure environment. Neither the general public, nor her staff realizes that Noriko Gibson is a mega-corp pawn, nor that there have been at least 3 separate androids assigned the Noriko Gibson identity over the last decade or so.

Fashion Slip, Shibuya District, Tokyo

This exclusive boutique (instantly recognizable for its full color holographic displays of well dressed POETICA starlets) is situated at a particularly good location- just one block away from the world-famous **109 Building**. Fashion Slip embraces bleeding edge technology- its sales floor, point of sale systems and merchandise is all futurist. Fashion Slip sells the overpriced future-fetish latex and silk costumes that have become *de rigur* for fashionable POETICA owners and their machine-pets.

Fashion Slip is the brainchild of **Miku Keitakuen** (LG Female Heimin Human Charismatic Hero 7), is a good friend to the POETICA race and thus-far-unsuccessful crusader for the abolition of the artificial girl slave trade. She dedicates 10% of her boutique's vast profits towards purchasing as many POETICA as she can, whom she immediately frees. Many of these freed POETICA work at Fashion Slip, or have taken similar jobs at nearby shops. While Shibuya itself is usually too

expensive for working-class POETICA, many of the neighboring wards are home to inexpensive apartments and dorms filled with whole communities of free living POETICA.

The largest of these homesteads is **The Ceramic Angel Apartments**, located in nearby *Asagaya District*, just a short subway ride from Shibuya. The Ceramic Angel Apartments are a block of four story apartment buildings, built around a central, inner courtyard with a stone angel statue that gives the complex its name. The Ceramic Angel was built in the early 1970s and has seen better days. The POETICA who live there do their best to make it cheery and bright, but it's still pretty rundown. Rents are cheap though, and some of the neighboring shops are pretty great. In addition to POETICA, the place is a magnet for young otaku and freeters, who are willing to put up with rusting pipes and cracked drywall for a chance to live amongst a bevy of cute, free POETICA.

The Motosuwa TRPG Club, Tokyo Metropolitan Library

The Motosuwa Traditional Roleplaying Game Club meets every Saturday in a small reading room of the Tokyo Metropolitan Library, and the club's membership roster is composed entirely of POETICA. Most of them are servants, given a rare afternoon off from their duties (or simply lying to Master about where they are, which is normally unthinkable for POETICA), though a handful of the club's senior members are free.

The club's POETICA gather around a table to play pen and paper roleplaying games, both native Japanese and American and European favorites, and socialize with others of their kind. The gathering is surprisingly quiet for such a large body, and always leave their meeting room cleaner than they found it. For many POETICA members, the fantasy and sci-fi games they play roles in are their first experiences of freedom. For many younger POETICA, deciding



The Sweet Rose Café, Jinbocho District, Tokyo

One of the first maid cafes in Tokyo, this book-lined tiny restaurant serves elaborate, tooth-achingly sweet desserts and equally specialized coffees. The Sweet Rose Café was the brainchild of **Michiko Sato** (LN female POETICA Diviner5/Lore Master 3), a bookish young woman who ‘flunked out’ of the Academy of Domestic Service because she was far more interested in studying magic and deciphering forgotten manuscripts than learning proper decorum and spotless cleaning technique. She opened the café soon after her 19th birthday, and has been running it ever since, and its success has earned the young magic surprisingly high respect in the occult community.

The Sweet Rose Café is distinguished by its school-girl like uniforms, and the colorful glasses its girls wear. The atmosphere is a mix of nerdy otaku and scholarly; quite a few of Black Tokyo’s magical community regularly visit the café to browse Michiko’s collection of vintage texts, books which she never lets out of the building.

Super Carrot, Akihabara District, Tokyo

Super Carrot is a popular arcade and used video game store. The first floor of the four story building features a massive arcade floor, including several mecha sims with lifesized mech cockpits. The second and third floors are dedicated to a variety of classic video game systems from the late 1970s to the early 2000s, while the fourth floor is divided between selling newer PC and console games, and a small café.

on a fictional avatar’s in-game actions are the first real decision- about *anything*- they’ve ever made. That first taste of freedom can be exhilarating, or it can be terrifying, but its something the club’s free members, who usually run the games, want every POETICA to experience at least once.

Super Carrot is owned by the free POETICA techno-occultist, **Try** (CN female freeter POETICA wizard 9), who depends on a pair of very human otaku-turned-accountants to keep the doors open. Though nominally the owner, Try spends most of her time tinkering with the games, and experimenting with modern spells based on electricity, or else incorporating gaming tropes and imagery in their effects. Her Super Carrot arcade is a good place to find the retro-style, enchanted video games and pinball machines described in the *Heavy Future* sourcebooks, *Heavy Weapons* and *Even Heavier Weapons* (Otherverse Games, 2013-2014).

POETICA PLACES

Two places in particular are important to the POETICA: Ehime Prefecture, where they are assembled, and Tokyo itself, where most POETICA live and work, whether emancipated or enslaved. A handful of other sites are important, but for most POETICA the world is a small place—two prefectures, where they live and die, work and dream and occasionally, win their freedom. Described here are a handful of the other places you might encounter POETICA in numbers.

Combined Fleet HQ, Misawa, Aomori Prefecture

The **Combined Fleet Project** is an adjunct to the military's **Assault Witch Program** headquartered at Misawa AFB. While Assault Witches are brave young girls trained as soldiers and magical fliers, the heroines of the somewhat more obscure Combined Fleet are made, not born. Combined Fleet POETICA are forged on site in Misawa, using military facilities operating under a multi-billion yen license from the New Day Girl Factory. The Combined Fleet POETICA are the only authorized model of android girl produced away from the megacorp's Ehime facility.

Approximately 400 Combined Fleet POETICA are quartered in a set of run down barracks in the western quadrant of Misawa AFB. The well equipped, heavily armed and extensively trained androids are deployed with Assault Witch squads, or even with conventional police forces when the opposition is expected to be supernaturally intense. Despite the inherent danger of their role as 'living land battleships', the Combined Fleet androids relish their duties. They're programmed for violence and love the romantic adventure of serving in the JSDF's elite anti-supernatural squads.

The Combined Fleet barracks are rundown open bay structures of early 1960s vintage, but the androids keep them with obvious pride. Under military law, these POETICA are free citizens of Japan. The Combined Fleet androids spend most of their meager salaries on military memorabilia, both actual historical artifacts and well made replicas, and have turned their barracks into an impromptu museum of Japanese military history. Historical cosplay is a favorite hobby.

Club Ivy, Hatchinohie, Aomori Prefecture

Club Ivy is the name on the lease, but there's no sign, or indication what's behind the peeling green door in a small, windowless building a few blocks from Hatchinohie's train station. Nobody ever refers to this dingy bar-slash-bordello by name, anyway. It's well known among both the local Japanese blue collar workers who frequent the place after work, as well as the American servicemen at the nearby Misawa AFB.

Club Ivy is a small-time, Yakuza-owned whore house staffed by a mix of human and POETICA prostitutes. Most of the android prostitutes are actually free, at least to a degree. Club Ivy has become a sort of underground mecca for runaway POETICA. Working here (or at similar low-end clubs on a circuit) for five or

six years can buy a POETICA a new life and a foreign passport. The battleship-girls of Misawa's Combined Fleet know about the bordello, and help out its POETICA as best they can. They occasionally show up after closing time, bearing gifts, spare clothes, manga and circuit components for both the human and android prostitutes. Badly damaged POETICA whores here know they might be able to get off the books medical care if they can stay alive long enough to reach their weaponized sisters in Misawa.

The Club is run- in name only, by an 80-something, semi-retired Yakuza named **Arata** (CN male Human Rogue 6). He's half-senile and narcoleptic, and bangs on a tambourine in time with the bar's music, at least until he nods off. In reality, he tends the bar, takes the customer's money and leaves all the real decisions to his POETICA wife, **Korra** (N female POETICA Expert 5). Korra worked the club herself for nearly a decade, and when she stopped fucking on stage, she married the owner and became legally emancipated. He got old; she can't. She still likes the senile old rogue, and he's done enough years of loyal duty to the Yakuza that they allow him the illusion that he's still running the place- still the deadly pimp he was decades ago.

Great Higashiizumo Mall, Matsue, Shimane Prefecture

Great Higashiizumo Mall is one of the largest shopping areas in Black Japan, excepting Tokyo itself, of course, as that entire city could be reasonably called a single huge shopping arcology. Great Higashiizumo Mall has one advantage most of Tokyo's shops lack- the goliath, six story shopping complex features dozens of small shops specializing in various magical goods. Most of the Great Higashiizumo Mall's magics are mere trinkets: *gyaru* eyelashes, iPods and smartphones that grow new components to stay ahead of the gadget curve, weak potions of intellect sold around the time of

college entrance exams, mystical sex toys, and the like. However, many of Black Japan's supernatural warriors and occult soldiers shop for their combat gear here.

The Great Higashiizumo Mall's occult stores typically focus on a single specific type of magical item. Most sell minor potions, magical household furniture, enchanted personal electronics, but a few specialize in a single specific weapon or iconic type of enchanted armor. The Mall's ambient magic ensures that the mundane men and women of Black Japan never bother the occult retailers. Rather than seeing the store's true nature, mundane folk either see an empty storefront or the kind of unfashionable shop they would never find anything interesting in, and avoid the magic shops in either case. Only spellcasters (or non-spellcasters who have previously had a supernatural experience of some kind), or those who are given explicit directions to a specific store, can pierce the Great Higashiizumo Mall's myriad interlaced illusions.

Ukemochi Ranch maintains one of the best grocery stores in all of Japan here. In addition to beef from its cattle-women, this sprawling, well-lit store features fresh produce from across the main island, beef from non-sentient cows, and even more exotic meat (a mermaid's tail fin, a kitsune's liver) from time to time at premium prices. Cattle girls with a little more brains than the norm work as clerks here, as well as living showpieces. Mortals visiting the mall see only pretty teenagers in cow ear cosplay, not true hybrids, available for purchase and BBQ by the highest bidder.

The New Day Girl Factory has an outlet store here, a brightly lit, chrome and glass two story store within the Great Higashiizumo Mall. Racks of slumbering POETICA hang from fetal cocoons above the elegant and hip sales floor, waiting for their new owner's touch to activate them. The sales staff are exclusively artificial girls themselves: most POETICA but a few

Nekos mixed into the lot. POETICA in the iconic green and white New Day Girl uniform prowl the shopping arcade, handing out flyers and discount coupons to lonely looking males- they are a big hit with the mall's many otaku customers.

Attracted by the bustle of commerce and thrill of seeing eager young otaku purchase their first polymer lovers, not to mention the raw energy of the annual Assembly of the Gods, **Robyn Miyazu** (CN female gyaru Doujinishi Modern Spellcaster 9) makes her home here. Possibly schizophrenic, definitely OCD, but extremely knowledgeable about Black Tokyo's magical underworld, she is a powerful chaos magician, not to mention a theoretical physicist who earned her PHD under a different name a few years back. She knows ley lines, advanced particle physics, and just the right way to thumb a man's prostate to get him to cum instantly, and will explain to anybody who asks how those three topics are really one and the same.

The Eyrines Sisterhood Main Safehouse, Osaka, Osaka Prefecture

There is a house in Osaka, which dates back to the 15th century, untouched by Allied bombing runs. And in this house, there are women. Extraordinary, powerful, and beautiful women. Enraged women. The Eyrines Sisterhood are a dark legend among Black Tokyo's predators. They are protectors and priestesses, frontline soldiers in Japan's sexual war.

The Sisterhood are a coven of mages and feminist artists, priestesses and vigilantes. Their tactics range from video installations in Tokyo's skyscraper art galleries to cold blooded murder, from public pressure to prosecute sexual violence and raise awareness of domestic abuse to mystic rituals, handed down from mother to daughter for generations. The women of the



Sisterhood are a loose confederation of extraordinary women, who are united only by a sense of purpose.

The Eyrines Sisterhood works closely with Section Seven, helping survivors cope with demonic rape, aborting oni-spawn pregnancies and helping victims turn their pain into power. The Sisterhood produces *Eyrines 5.67 mm SMGs* for Section Seven and others, providing the weapons necessary to hunt demonic super predators.

The Osaka safe house is open to all members of the Sisterhood. Usually only a handful of women are in residence at any time, recuperating between missions or using the safehouse's library. The Sisterhood makes it a mission to free slaves of all kinds, from children abused by international pedophile rings to exotic beings like Daydream Girls, POETICA and Nekomusume. The crowded, chaotic safe house is the temporary home to Japan's desperate and fearful, their first stop on a journey to personhood.

The Osaka safehouse is under the protection of **Maki Silverttype**, an early generation POETICA who was freed by the Sisterhood in August 1987. Today, she works to repay her self-imposed debt to the Sisterhood, by offering other artificial women the same freedom she was given. Under her direction, the Sisterhood has lead raids on the **New Day Girl Factory's** production facilities in Ehime. Silverttype (CG Female Mature POETICA Hentai Hero 8/Rogue 8) is working her way up the chain of command, tracing the New Day Girl Factory's parent companies and stockholders, and she is close to uncovering the existence of the **Amakaze** conspiracy. Soon, there will be war between the two factions, a war the Eyrines Sisterhood might not survive.....

THE SISTERHOOD IN THE CAMPAIGN

The Sisterhood can be a powerful patron and motivating force for some game groups. Their feminist slant and cellular structure gives them a unique feel, a sense of purpose and passion that Police Section Seven sometimes lacks. They make ideal backers for a collection of heroes who doesn't want anything to do with the law and resists taking orders.

The fact that the Sisterhood actively frees and recruits the otherworldly and the exotic means that many metahuman PCs will have had contact with them. Players with Nekomusume or POETICA characters might owe their lives and souls to the Sisterhood; Flow Witches and Sacred Pleasurers might study at their feet.

The Eyrines Sisterhood might take a darker turn, and be introduced as merciless furies. If the Eyrines Sisterhood gives into its anger, the organization might turn from hunting the worst monsters: rapists, murderers and supernatural horrors and begin murdering anyone who they disagree with, anyone who harms women in any way, politically, economically or socially. And in Japan, that's a lot of targets.

Monster	Challenge Rating	Size, Type and Subtypes	Core Concept
Asami Kumo	CR 17	Medium NE Dark POETICA Rogue 12/ Assassin 4	Sadistic head of security for the New Day Girl Factory
Bio-Machine Ooze	CR 11	Huge CN Ooze	Machine devouring industrial accident
Bunraku-66 POETICA	CR 10	Medium LN POETICA Fighter 11	Military grade POETICA
Combined Fleet Gunner	CR 7	Medium LN or LG Combined Fleet POETICA Ranger 5/ Assault Witch 3	Devil hunting airplane-girl
Feral POETICA	CR 3	Medium CN Dark POETICA Barbarian 4	Machine slave gone rouge, powered by machine absorbing regenerative capabilities
Dr. Jiro Momonjii (False Form)	CR 10	Medium LE Human Expert 12	Dispassionate father of the POETICA species
Momonjii (True Form)	CR 22	Huge LE Outsider (evil, extraplanar, lawful)	Dark, misogynic demon-god
POETICA Hactivist	CR 3	Small NG POETICA Smart Hero 3/Techie 1	Elite android computer hacker who could pass for 8 years old
Valentina A	CR 16	Medium CE Scratch Built POETICA Summoner 14	Techno-necromancer and her Eidolon lover, who will destroy the Factory or die in the attempt

ASAMI KUMO - CR 17

Medium NE Dark POETICA

Rogue 12/Assassin 4

XP 102,400

Init +10 **Senses** Lowlight Vision, perceive unencrypted radio/television/cellular/wifi signals, Perception +16

Languages Abyssal, English, Infernal, Japanese, Korean

Defense

AC 24 **Touch** 16 **Flatfooted** 16 (+6 DEX, +6 armor)

HP 16d8 hp + 16 (77 HP)

FORT +5 **REF** +16 **WILL** +7

Offense

Spd 40 ft **Flight** 120 ft (average)

Melee +21/+16/+11 *cruel, vorpal dagger* (1d4+2 slashing, 19-20/x2)

Ranged +22/+17/+17 *heartseeking shuriken* (1d2+3 piercing, 20/x2, 10 ft range increment)

Sneak Attack +8d6



Special Qualities Evasion, Hidden Weapons, Improved Uncanny Dodge, Trapfinding, Trap Sense +4, True Death (raise dead DC 19, remove curse DC 14)

Statistics

Str 12 **Dex** 22 **Con** 11 **Int** 13 **Wis** 14 **Cha** 16
Base Atk +13 **CMB** +20/+22 dirty trick **CMD** 32

Feats Armor Proficiency (light, medium), Agile Maneuvers, Bodyguard, Combat Expertise, Combat Reflexes, Greater Dirty Trick, Improved Dirty Trick, Improved Initiative, Toughness, Weapon Finesse

Skills Acrobatics +25, Climb +17, Computer Use +17, Disable Device +17, Fly +25, Intimidate +19, Knowledge (local) +15, Perception +16, Sense Motive +10, Stealth +30, Use Magic Device +19

Gear 20-30 ordinary boxcutters, +3 shadowed studded leather of military flight (provides flight speed listed above)

Ecology

Environment the New Day Girl Factory Campus in Ehime Prefecture

Organization solitary or accompanied by a squad of 4-6 Bunraku-66 androids and human fighter/rogues of equivalent level

Treasure double standard (including combat gear)

Special Abilities

Kumo has several special abilities that modify how her Sneak Attack functions. She may only apply one talent that modifies her sneak attack at a time.

Befuddling Strike (EX) **(Modifies Sneak Attack)**

When Kumo deals sneak attack damage against an opponent, that opponent suffers a -2 penalty on attack rolls against Kumo for 1d4 rounds.

Crippling Strike (EX) **(Modifies Sneak Attack)**

Kumo can sneak attack opponents with such precision that her strikes weaken them. An opponent damaged by one of her sneak attacks also takes 2 points of STR damage.

Dark POETICA (EX)

Asami Kumo is a torture expert. She inflicts an additional +1d4 points of damage anytime she attacks a bound, unconscious or helpless opponent. This bonus damage stacks with sneak attack damage, if any and applicable.

Deadly Sneak (EX) **(Modifies Sneak Attack)**

When Kumo activates this talent while making a full attack action, she suffers a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats as all 1s and 2s on the sneak attack damage dice as 3s instead.

Hidden Weapons (EX)

Asami Kumo adds her assassin level (currently +4) to Sleight of Hand checks to conceal weapons on her body.

Perfect Weapon (SU)

Asami Kumo fights with off-the-shelf boxcutters, which she can imbue with lethal, entropic energies. In her hands, such weapons act as either a **+2 cruel vorpal dagger**, or as a **+3 heartseeking shuriken** (if thrown). In the hands of any other character, Kumo's box cutters are ordinary daggers; Kumo carries dozens of boxcutters on a bandoleer or concealed in multiple places around her body. Note that Kumo can use this ability with any non-magical dagger or similar weapon, but prefers boxcutters as an expression of personal style.

Poison Resistance (EX)

Asami Kumo receives a +2 bonus on FORT Saves against poison, as a result of her assassin's training.

Slow Reactions (EX) **(Modifies Sneak Attack)**

Opponents damaged by Kumo's sneak attack cannot make attacks of opportunity for one round.

Snap Shot (EX)

Kumo may treat her Initiative roll as 20 for a surprise round, regardless of her initiative, but she may only take an attack action with a ranged weapon. Her normal initiative roll is used in subsequent rounds. If two or more rogues have this talent, their initiative determines the order in which they act, but they all go before any other creature. If a rogue is prevented from acting during the surprise round, this talent has no effect.

Roleplaying

Asami Kumo is the Dark POETICA head of internal security for the New Day Girl Factory. She is a spindly, sharp faced bitch- every thing about her is razored and pointed and lethal. She wears fetish vinyl and her seemingly infinite armory of razors even into the boardroom, and relishes the discomfort it causes. Her contract allows her to rape, torture and slowly murder one newly assembled POETIA per two week pay period, with the option to purchase a second wholesale within the period specifically to be killed. The small portion of her salary that hasn't gone into upgrading her combat leathers is usually spent towards this purpose.

Her modest two bedroom home in Ehime is a soundproofed and nearly windowless torturer's paradise. If she's not at the New Day Girl Factory campus, or personally bodyguarding Dr. Momonjii or other senior board members, she is there, either sharpening her knives or slicing them into android clitoral meat.

There is nothing redeemable or even remotely likable about Asami Kumo. She is a classic bully who tortures and kills for sheer amusement. If she ever does speak, it's part of some mind-fuck powergame played against a colleague or rival. She's all about power and control, and must be in command every second of every day. If somebody puts her in her place, she will stop at nothing to get her revenge, and will descend to new depths of sexual sadism if she can't. Dr. Momonjii plays Kumo as expertly as she plays everyone else, constantly belittling or criticizing her, knowing she can never raise a hand against him, no matter how much he hurts her.

BIO-MACHINE OOZE - CR 11

Huge CN Ooze

XP 12,800

Init -2 **Senses** Perception +2, Blindsight 90 ft,
Machine Sense 100 ft

Aura Jamming Field 500 ft

Defense

AC 4 **Touch** 4 **Flatfooted** 4 (-2 size, -2 DEX)

HP 15d8 + 150 hp (218 HP)

FORT +15 **REF** +3 **WILL** +7

Immune Ballistic, Electrical, ooze immunities

Resist Acid 15, Cold 15

Offense

Spd 45 ft

Melee +18/+13/+8 slam (3d6 + 9 bludgeoning
plus grab or pull)

Ranged +5/-1 gun tentacles (2d6 ballistic, 50 ft
range increment, full auto, unlimited payload)

Special Attacks Engulf (DC, 2d6 acid plus
Machine Absorption), Pull (slam, 10 ft)

Statistics

Str 28 **Dex** 6 **Con** 30 **Int** - **Wis** 15 **Cha** 1

Base Atk +11 **CMB** +22 **CMD** 30 (cannot be
tripped)

Ecology

Environment any urban (especially Chiba,
Japan)

Organization solitary or trio

Treasure standard (scavenged high-end
electronics only)

Special Abilities

Jamming Field (EX)

Random radio noise and discordant cell signals impede high-tech comms near the Bio-Machine Ooze. Cell phones, radio and wifi communication is impossible within 500 ft of a Bio-Machine Ooze.

Machine Absorption (EX)

The Bio-Machine Ooze digests high tech devices that it engulfs. On the first round of being engulfed, the machine gains the *broken* condition; on the second it is destroyed.

Small or smaller machines (an iPod, laptop computer or laser pistol) heal the Bio-Machine Ooze for 5 HP. Medium machines (a

moped, desktop computer, dishwasher) heal the Bio-Machine Ooze for 10 HP. Large or larger machines (automobiles, subway trains, television antenna) heal the Bio-Machine Ooze for 20 HP and break any harmful transmutation effect currently afflicting the Bio-Machine Ooze.

Members of mechanical species, such as POETICA, Star Droids, Full Conversion Cyborgs or other machine races instead suffer 1d6 points of temporary CON (or INT for robots without CON scores) per round of being engulfed. Each point of CON drained heals the Bio-Machine Ooze for 5 HP.

In either case, excess HP are gained as Temporary HP, which last for 1 hour.

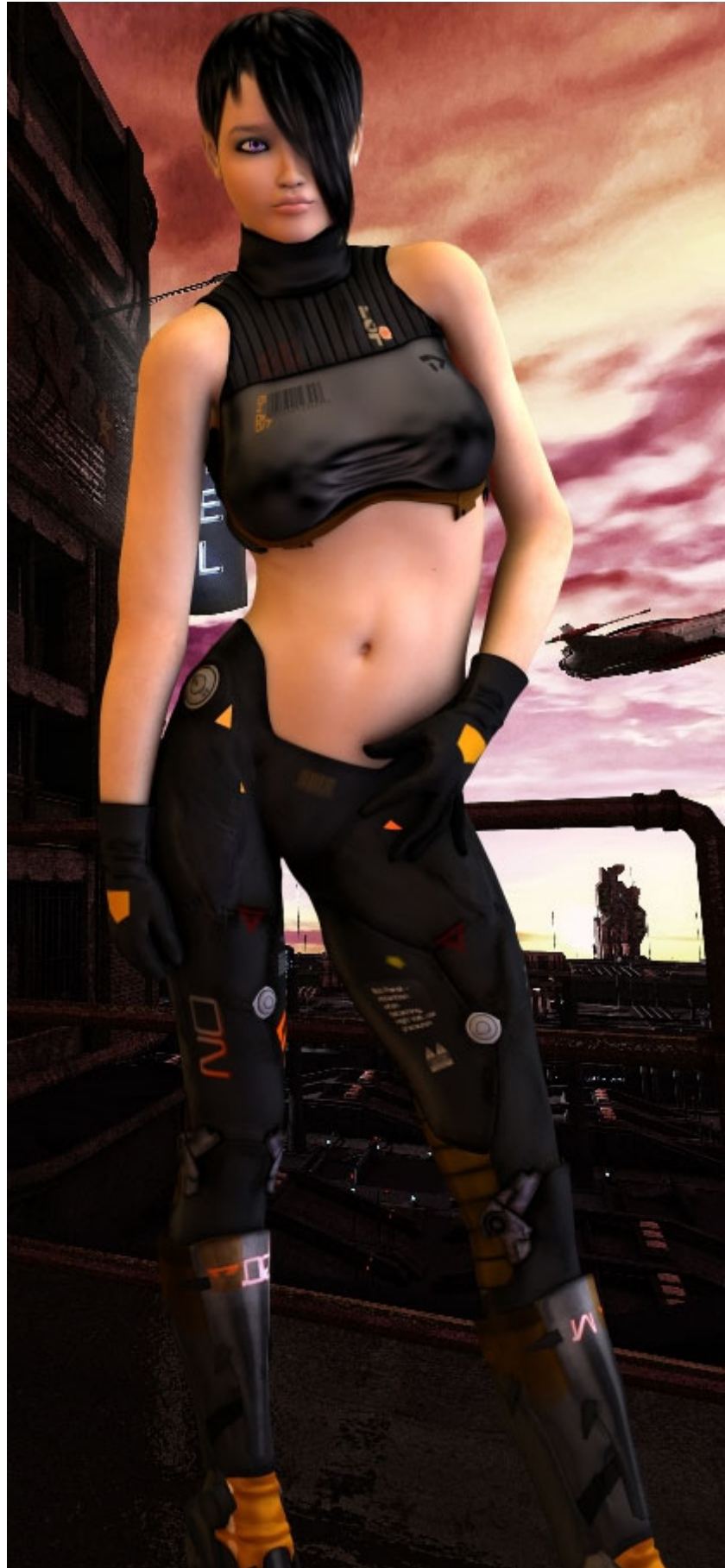
Machine Sense (EX)

The Bio-Machine Ooze can sense the presence of and can automatically pinpoint any electrically powered device at least as complicated as a flash light. It can automatically pinpoint invisible opponents who are cyborgs, POETICA, other robots, or carrying high tech gear.

Roleplaying

Bio-Machine Oozes are an unwanted byproduct of POETICA assembly. Initially almost microscopic, these bio-mechanical parasites flee an assembly theater, slip through cracks in the floor and escape into the wild. Hiding in sewers and disused subway tunnels, Bio-Machine Oozes quickly reach their full size. These mindless digesting engines feed primarily on machines, and are a danger to humans in that they are too single-minded to distinguish between a welding robot and a walkie talkie carried by a human security guard. Both are simply fuel for the machine.

Bio-Machine Oozes are thick grayish sludge that stinks of silicon and burning wiring. Their bulk is studded with half digested electrical components and melted car parts. These mindless monsters seek out digestible machines, the larger the better, and move towards them in a relentless, inexorable charge. Bio-Machine Oozes can morph simple, fully automatic rifles out of their undifferentiated nanotech stew, and will fire on any thing flying over them, though their accuracy is questionable.

BUNRAKU-66 POETICA - CR 10**LN Medium POETICA Fighter 11****XP** 9,600**Init** +7 **Senses** Lowlight Vision, perceive unencrypted radio/television/cellular/wifi signals, Perception +15**Languages** Cantonese, Korean, Japanese**Defense****AC** 22 **Touch** 14 **Flatfooted** 18 (+3 DEX, +1 dodge, +8 armor)**HP** 11d10 (66 HP)**FORT** +7 **REF** +6 **WILL** +5**Offense****Spd** 30 ft (25 ft in armor)**Melee** +13/+8/+2 mwk tonfa (1d6+1 bludgeoning, 20/x2)**Ranged** +17/+12/+7 *heartseeking Military SMG* (2d6+3 ballistic, 20/x3, 50 ft range increment, full auto, 30 round box)**Special Qualities** Armor Training 3, Bravery +3**Statistics****Str** 12 **Dex** 17 **Con** 11 **Int** 13 **Wis** 14 **Cha** 11**Base Atk** +11 **CMB** +15/+17 on disarm attempts **CMD** 25**Feats** Armor Proficiency (light, med, heavy), Advanced Firearms Proficiency, Agile Maneuvers, Burst Fire, Deadly Aim, Dodge, Greater Weapon Focus (military SMG), Improved Disarm, Improved Initiative, Mobility, Personal Firearms Proficiency, Weapon Focus (military SMG)**Skills** Climb +15, Intimidate +14, Knowledge (local) +8, Perception +15, Stealth +9**Starting Occupation** Law Enforcement**Gear** +1 *heartseeking Military SMG*, +2 tactical vest, 6x spare magazines, mwk tonfa**Ecology****Environment** any**Organization** solitary or accompanied by a platoon (8-16) 3rd level human fighters and a 6th level human fighter NCO**Treasure** standard

Roleplaying

Bunraku-66 Model POETICA (named for the famous Japanese puppet theater) are experimental, combat-capable androids. Bunraku-66 are so rare that even the most dedicated POETICA hobbyist has heard only rumors of their existence, and photographic or other documentary evidence of their existence or capabilities is classified under Japanese law. The New Day Girl Factory deploys many of its Bunraku-66 to Tokyo Police Section Seven or Chrysanthemum Seven, for the tax breaks and juicy government contracts their generosity earns, but keeps the best, most capable models of military android for their own use. Important New Day Girl facilities are guarded by these dispassionate, highly capable androids, and the mega-corp's overseas interests are safeguarded by definable operations squads comprised entirely of Bunraku-66.

Bunraku-66 are just a little less attractive and somewhat less lifelike than the typical POETICA companion android. They have pale skin and either raven black or milk white hair, and rarely blink. The girlish combat androids are dressed in matte black tactical body armor and urban camo fatigues rather than clubwear, and carry advanced submachine guns specifically enchanted by the New Day Girl Factory's occult weapons division. They are intelligent enough to fight tactically, use cover and suppressive fire effectively, and innovate in the face of the unexpected, but have virtually no sense of self. Bunraku-66 speak sparingly, and usually only about immediate tactical concerns rather than emotional or abstract concepts.

Reskinning

The Bunraku-66 POETICA is a good statblock for a well equipped techno-magical soldier that gamemasters will come back to again and again. At CR 10, the Bunraku-66 is a deadly boss-fight for low/mid-level adventurers, or a standard grunt for high and epic level campaigns. She can be reskinned as a cyber-enhanced human soldier and fits in well as a general purpose

operative for every organization in the campaign, from Project: GILGAMESH to the Japanese Self Defense Force.

Additionally, by adding different cybernetic implants (The Polymer Path, Otherverse Games, 2014) she might be reskinned as a new machine lifeform, born in the depths of the internet, and assembled by a hacked New Day Girl Factory production line.

COMBINED FLEET GUNNER - CR 7

Medium LN or LG Combined Fleet POETICA Ranger 5 /Assault Witch 3

XP 3,200

Init +2 **Senses** Lowlight Vision, perceive unencrypted radio/television/cellular/wifi signals, Perception +13

Languages Celestial, English, Japanese

Defense

AC 19 **Touch** 14 **Flatfooted** 17 (+2 DEX, +2 class, +4 armor, +1 shield)

HP 5d10 + 3d8 - 8 hp (38 HP)

FORT +4 **REF** +8 **WILL** +4

Immune environmental cold

Offense

Spd 30 ft Flight 60 ft (good) Travel Speed Mach 1.5

Melee +6/+6/+3 masterwork wakizashi (1d6+2 slashing, 18-20/x2)

Ranged +7/+7/+4 masterwork CF cannon (2d6+1 ballistic, 20/x2, 150 ft range increment, single shot, unlimited ammo)

Favored Enemies Outsiders (evil) +4, Undead +2

Favored Terrains Sky (unique- applies when in flight at least 50 ft above ground)

Special Qualities Aeromusume, Favored Enemy, Favored Terrain, Hunter's Bond, Mach One Climax, Wild Empathy

Spellcasting (CL 5th **Concentration** +7)

First Level – Alarm, Resist Energy

Statistics**Str** 12 **Dex** 14 **Con**9 **Int** 13 **Wis** 15**Cha** 13**Base Atk** +7 **CMB** +8**CMD** 20

Feats Aircraft Operations, Armor Proficiency (light, medium), Broken Doll, Deadly Aim, Far Shot, Improved Two Weapon Fighting, Personal Firearms Proficiency, Two Weapon Defense, Two Weapon Fighting

Skills Fly +14, Knowledge (arcana) +13, Knowledge (geography) +12, Knowledge (history) +5, Knowledge (tactics) +14, Knowledge (nature) +12, Perception +13, Pilot +8, Survival +13

Gear armored leggings, parade armor, two mwk. wakizashi, potion of cure light wounds, iPhone

Ecology

Environment any (stationed at Misawa AFB, in Northern Japan)

Organization solitary, pair or wing (3d6) sometimes accompanied by senior human officers (high level fighter/rangers or Powered Heroes)

Treasure standard

Special Abilities**Aeromusume (SU)**

As a full round action, the Combined Fleet Gunner strips away her uniform, her legs and virginal pussy becoming steel and aluminum. When fully transformed, the young girl is almost naked, except for the warplane components sheathing her legs like a vixen's lacy stockings.

While transformed, the Combined Fleet Gunner gains a flight speed of 60 ft (good maneuverability). On any round she takes a



double move and flies at least 100 ft, the CF Gunner may add her CHA modifier (currently +1) as a deflection bonus to her Armor Class.

This bonus remains for one round after she completes her movement.

If the CF Gunner is knocked unconscious, falls asleep or is slain she returns to her human form. The CF Gunner can otherwise remain in her Aeromusume form for up to three hours. While transformed, she is immune to environmental cold, and though she still needs to breathe, she can do so easily at supersonic speeds and doesn't suffer any ill effects from fighting.

Angelic Little Loli (SU)

The Combined Fleet Gunner gains a +1 holy bonus on Saves against evil outsiders and undead. Hostile creatures of those types who confirm a melee critical hit against the Combined Fleet Gunner must succeed at a DC 12 WILL Save (or be *shaken* for as long as they remain in your presence and for 1 round after they leave it. Once a creature saves against this

effect, it cannot be affected by your purity again for 24 hours.

Limitation: The Combined Fleet Gunner loses the benefit of this talent for 24 hours if she engages in consensual penetrative sex, though she can engage in masturbation, oral or fetish acts with a lover.

Arcane Ace (EX)

The Combined Fleet Gunner adds half her Assault Witch level (currently +1) on Fly and Knowledge (arcana) checks.

Hunter's Bond (EX)

The Combined Fleet Gunner bonds to her companion, and acts as an advanced scout. She may spend a move action to grant half her favored enemy bonus against a single target of the appropriate type to all allies within 30 ft who can see or hear her. This bonus lasts for two rounds and does not stack with any favored enemy bonuses possessed by her allies. Use whichever bonus is higher.

Mach One Climax (SU)

If the Combined Fleet Gunner masturbates to orgasm immediately before take off, she gains the ability to travel at supersonic speeds outside of combat and gains the stamina to take advantage of her range.

At Mach 1.5, her maximum air speed, the Combined Fleet Gunner can reach anywhere in Japan in an hour or two, and can be anywhere in the world in a day's travel. This enhancement does not affect her tactical speed or maneuverability.

Once per day, the Combined Fleet Gunner may touch a willing creature no more than one size category larger than herself to gain the ability to carry this person as a passenger at supersonic speeds. Her passenger is protected from suffocation, cold and wind injuries by a magical aura, so long as he clings tightly to the

airplane-girl. This enhancement lasts for the duration of a single journey.

Track (EX)

The Combined Fleet Gunner adds half her Ranger level (currently +2) on Survival skill checks to follow tracks.

Roleplaying

The Combined Fleet Gunner is one of the highly trained and exuberantly patriotic warrior androids assembled by the Japanese Self Defense Force and quartered at the sprawling air base at Misawa, Japan. She is a proud member of an Assault Witch *sentai*, and uses a combination of Tantric martial arts training and arcane cyber-systems to take to the air with the speed and agility of a next-gen joint strike fighter.

Combined Fleet Gunners, like this one here, are assigned to anti-supernatural warfare duties, and see it as their duty to protect their nation and its citizens from supernatural evil. This particular CF Gunner was an accomplished special forces troop before being accepted into the Assault Witch program, and thus is a lot more pragmatic, a lot more comfortable in the wilderness, and a lot more willing to get her hands dirty than the typical POETICA.

She's a lovely and imposing sight in her immaculate Combined Fleet duty uniform. Twin cannons adorn each forearm, while high tech polymer composite armor plating protects the bio-jet systems she transforms her legs into when she fights. She carries twin wakizashi slung low on her hips, heirloom weapons bought at auction that once belonged to Japanese Imperial army officers of some renown. She's as proud of the swords as she is every facet of her heritage and history.



FERAL POETICA - CR 3

CN Medium Dark POETICA
Barbarian 4

XP 800

Init +2 **Senses** Lowlight Vision, Machine Sense, perceive unencrypted radio/television/cellular/wifi signals, Perception +8

Languages English, Japanese

Defense

AC 14 **Touch** 14 **Flatfooted** 12 (+2 DEX, +2 luck)

HP 4d12 + 4 hp (36 HP)

FORT +6 **REF** +4* **WILL** +5

Offense

Spd 40 ft

Melee +8/+3 morningstar (1d8+2 bludgeoning, 20/x2)

Statistics

Str 13 **Dex** 15 **Con** 13 **Int** 13 **Wis** 16 **Cha** 14

Base Atk +6 **CMB** +7/+9 on disarm attempts

CMD 19

Feats Improved Disarm^(b), Run, Super Kawaii

Skills Acrobatics +7, Climb +6, Computer Use +6, Intimidate +9, Knowledge (arcana) 3, Perception +8, Stealth +4

Starting Occupation Predator

Gear mwk morningstar, 1d6 stolen iPhones, 1d4 stolen iPods or digital cameras or other working techno-junk

Ecology

Environment urban ruins and abandoned buildings

Organization solitary

Treasure standard

Roleplaying

Feral POETICA are the result of some kind of unprecedented and unexpected flaw in the assembly of a POETICA bio-android, sometimes created by the addition of aftermarket mods and unlicensed tampering by owners wanting a customized POETICA without the skill to do the upgrades right. Abolitionists claim that Feral POETICAs simply snap under the weight of their bondage, giving voice and fury to the rage that all enslaved creatures naturally feel; the New Day Girl Factory counterclaims that Ferals are created by a self-replicating computer virus introduced into POETICA update servers by fanatical and illegal POETICA-freedom orgs.

Whatever the truth, when a POETICA goes feral, she becomes a danger to herself and everyone around her. She responds with efficiently lethal force to any perceived threat; they are utterly paranoid about being found, destroyed (or worse, repaired and returned to slavery). When the Feral POETICA enters her rage, her beautiful, model-like face twists into a snarl of rage. Her eyes bleed system fluid, and burning tattoos appear just beneath her skin, as internal components superheat and combust. She often rips off her clothing to fight completely nude, and as her rage progresses, might tear away her own synthetic flesh in her fury. When raging, she does not communicate in any recognizable language- she howls furious machine code to the uncaring sky.

Special Abilities

Bio-Mech Fusion (EX)

The Feral POETICA's self repair and regenerative systems go out of control- instead of merely repairing their onboard systems, and acting as an artificial immune system, the Feral POETICA blood-borne nanites allow her to fuse

her body with other mechanical systems to heal her injuries and increase her capabilities.

As a full round action, the Feral POETICA can touch another high tech machine and press it to her body. On the first round of contact, the machine gains the broken condition; on the second round of contact it is destroyed.

Small or smaller machines (an iPod, laptop computer or laser pistol) heal the Feral POETICA for 5 HP. Medium machines (a moped, desktop computer, dishwasher) heal the Feral POETICA for 10 HP. Large or larger machines (automobiles, subway trains, television antenna) heal the Feral POETICA for 20 HP and break any harmful transmutation effect currently afflicting her.

Members of mechanical species, such as POETICA, Star Droids, Full Conversion Cyborgs or other machine races instead suffer 1d6 points of temporary CON (or INT for robots without CON scores) per round of being engulfed. Each point of CON drained heals the Feral POETICA for 5 HP. Using the Bio-Mech Fusion in this manner requires a successful combat maneuver check to grapple.

In either case, excess HP are gained as Temporary HP, which last for one hour.

Dark POETICA (EX)

The Feral POETICA is a torture expert. She inflicts an additional +1d4 points of damage anytime she attacks a bound, unconscious or helpless opponent. This bonus damage stacks with sneak attack damage, if any and applicable.

Datadancer (EX)

The Feral POETICA receives a +1 bonus to REF Saves in places with a strong wifi signal; this bonus increases to +2 in areas of extreme wifi connectivity.

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Machine Sense (EX)

The Feral POETICA can sense the presence of and can automatically pinpoint any electrically powered device at least as complicated as a flash light. It can automatically pinpoint invisible opponents who are cyborgs, POETICA, other robots, or carrying high tech gear.

Polymer Fists (EX)

The Feral POETICA secretes metal and plastic destroying nanites when enraged. She ignores 2 points of Hardness when attacking any object composed primarily of metal, plastic or advanced polymers.

Rage (EX)

The Feral POETICA can rage for up to 15 rounds per day.

While raging the Feral POETICA gains a +4 morale bonus to STR and CON as well as a +3 morale bonus to WILL Saves. She takes a -2 penalty to Armor Class. He receives 2 HP per Hit Dice (24 hp), but these disappear when the rage ends and are not lost first like temporary HP. The Feral POETICA cannot use any CHA DEX or INT based skill checks, except for Acrobatics, Fly, Intimidate and Ride, nor any ability that requires patience or concentration. Computer Use is an exception to this general rule, provided by her archetype.

The Feral POETICA can end her rage as a free action and is fatigued after raging for two rounds per round spend in the rage. He cannot enter a new rage while fatigued or exhausted. If he falls unconscious, his rage immediately ends, placing him in peril of death.

While raging, the Feral POETICA has access to the following special powers.

Electricity Resistance 1(EX)

The Feral POETICA gains Electrical Resistance equal to ½ her Barbarian level when raging.

Knockdown (EX)

Once per rage, the Feral POETICA can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to her STR modifier (+1) and is knocked prone. This does not provoke an attack of opportunity.

Changes to The Feral POETICA's Statblock While Raging

AC 12 **Touch** 12 **Flatfooted** 10 (+2 DEX, +2 luck, -2 rage effects)

HP 4d12 +28 hp (60 HP)

Resist Electricity 1

FORT +8 **REF** +4* **WILL** +5

Melee +10/+5 morningstar (1d8+2 bludgeoning, 20/x2)

CMB +9 **CMD** 21

Skills Climb +18

Super Kawaii (SU)

When nude or revealingly dressed, the Feral POETICA adds her CHA modifier as a luck bonus to Armor Class.

DR. JIRO MOMONJI FALSE FORM -CR 10

Medium LE Human Expert 12

XP 9,600

Init +0 **Senses** Perception +18

Languages Cantonese, English, French, Japanese, Mandarin, Tagalog, Thai, Vietnamese

Aura The Weakness of Woman (60 ft, female characters cannot confirm critical hits or sneak attack)

Defense

AC 14 **Touch** 10 **Flatfooted** 14 (+4 armor)

HP 12d8- 12 hp (42 HP)

FORT +3 **REF** +4 **WILL** +11

Immune mind-affecting abilities

Offense

Spd 20 ft

Melee +7/+2 unarmed strike (1d3-2 bludgeoning, 20/x2)
Ranged +9/+4 light laser pistol (1d6 force, 20/x3, 100 ft range increment, semi auto, 15 cell)

Statistics

Str 6 **Dex** 10 **Con** 8 **Int** 23 **Wis** 18 **Cha** 12

Base Atk +9 **CMB** +7 **CMD** 17

Feats Mastercrafter (pharmaceuticals), Medical Expert, Skill Focus (Computer Use, Diplomacy, Heal), Surgery

Skills Bluff +16, Craft (alchemy) +21, Craft (pharmaceutical) +21, Computer Use +27, Diplomacy +24, Heal +26, Intimidate +16, Knowledge (arcana, civics, technology) all at +21, Perception +18, Use Magic Device +16

Gear wristwatch of mage armor (as ring), iPhone, upgraded +1 laptop, light laser pistol and 2x spare clips

Ecology

Environment any urban (usually found conducting business in Ehime or Tokyo Prefectures, sometimes found abroad)

Organization usually accompanied by Asami Kumo or other highly competent bodyguards

Treasure double standard (including combat gear)

Special Abilities

Black Truth (SU)

When Dr. Jiro Momonjii (False Form) is slain, his corpse bubbles and roils and his hideous true, god-form emerges from the tattered remnants of the mortal physician's dark suit. **The True Momonjii** appears on Dr. Jiro Momonjii's initiative count on the following turn; reroll The True Momonjii's initiative check result with its own Initiative modifier. If this result is higher than the False Form's initiative check result, use that for the True Momonjii's instead.

Dr. Jiro Momonjii cannot assume the form of the True Momonjii at will. Instead, the human false form must die for the transformation to occur. The True Momonjii may choose to assume its false form with one minute of

concentration; the True Momonjii cannot assume its false form again until 24 hours have elapsed since its death.

The Weakness of Woman (SU)

Dr. Jiro Momonjii radiates an aura of almost palpable misogyny. Within 60 ft of the good doctor, female creatures cannot confirm critical hits nor inflict sneak attack damage. Dr. Momonjii can designate a number of females equal to his INT modifier (+6) to be immune to this aura. He may designate or change these women as a swift action; usually Dr. Momonjii only allows Asami Kumo to inflict critical hits and sneak attacks in his presence.

Roleplaying

Dr. Momonjii is the creator of the modern **POETICA** love-android, the first prototypes of which came on line in the early 1980s. The ancient, mustachioed man owns property throughout Japan, spending his twilight years at his home just outside Hiroshima. The withered scientist's right arm ends in a mutilated stump that he keeps hidden within his dark kimono sleeves- a memento of the atomic destruction he survived in his youth.

Despite his disability, Momonjii became a physician during the late 1950s and provided abortions for Hiroshima's women for nearly thirty years before beginning a new phase of his career. Using a blend of magic, science and the kind of dark inspiration that the **Akashita Winds** bring, the physician was able to extract 'shards' of a gestating soul, and grow it to a false maturity in a womb-machine. The result was the first **POETICA**, a kind of android far superior to anything Black Japan's robotics industry could produce through purely technological means. Within a year, Dr. Momonjii was among Japan's wealthiest technologist, and his start-up, **Health Girl85**, was Japan's newest mega-corps. Health Girl85 weathered the economic slump of the 1990s, and has grown into one of Japan's largest employers.

Health Girl85 owns the **New Day Girl Factory** in the Ehime Prefecture, and similar facilities throughout Japan. In addition, Health Girl5 owns a controlling interest in advertising firms, television stations, recording and film studios and lobbying groups. He ensures that POETICA love slaves remain an imitable standard of beauty for Black Japan's women, human and inhuman alike. Further, Dr. Momonjii is routinely consulted by the Diet as an expert on robotics and POETICA-related matters; this combined with his lobbying budget, ensures that POETICA and other Artificial Girls will never be considered anything other than property.

Everything above is a lie.

This is only the façade that Momonjii presents to the world.

MOMONJII TRUE FORM - CR 22

Huge LE Outsider
(*Evil, Extraplanar, Lawful*)

XP 615,000

Init +1 **Senses** Darkvision 90 ft, Lowlight Vision, Scent, perceive unencrypted radio/television/cellular/wifi signals, Perception +45

Languages Celestial, Infernal, Japanese, true speech, telepathy 100 ft

Aura Dark Misogyny (60 ft, female creatures cannot confirm critical hits and suffer 1d4 permanent CON drain each round, WILL DC 24 negates CON drain)

Defense

AC 39 **Touch** 16 **Flatfooted** 37 (-2 size, +1 DEX, +1 dodge, +8 armor, +6 profane, +15 natural)

HP 37d10 + 148 hp (352 HP)

Damage Reduction 10/epic, good and female
FORT +34 **REF** +31 **WILL** +36

Offense

Spd 60 ft Flight 90 ft (average)

Melee two +42 talons (1d10+7 slashing, 20/x3 plus disfiguring touch, W-DC 18) plus +42 wing buffet (10 ft reach, 2d6+12 bludgeoning, 20/x2)

Spell-Like Abilities (CL 35th Concentration +41)

At Will – quickened, heightened Command (W-DC 22)

- Quickened, heightened Forbid Action (W-DC 22)
- Greater Command (W-DC 23)
- Greater Forbid Action (W-DC 23)
- Repulsion (W-DC 23)

1x/day – Overwhelming Presence (W-DC 27)

Statistics

Str 25 **Dex** 12 **Con** 19 **Int** 23 **Wis** 22 **Cha** 21
Base Atk +37 **CMB** +44 (+46 bullrush, dirty trick or trip) **CMD** 45

Feats Bullrush Strike, Cleave, Combat Expertise, Critical Focus, Crippling Critical, Dodge, Great Cleave, Greater Dirty Trick, Greater Spell Focus (enchantment), Greater Trip, Improved Bullrush, Improved Dirty Trick, Improved Trip, Mobility, Power Attack, Spell Focus (enchantment), Spring Attack, Whirlwind Attack

Skills Bluff +45, Craft (alchemy) +46, Craft (pharmaceutical) +46, Computer Use +52, Diplomacy +45, Heal +51, Intimidate +43, Knowledge (arcana, civics, technology) all at +46, Perception +45, Use Magic Device +45

Gear ring of epic mage armor (provides +8 bonus, not +4 as usual)

Ecology

Environment any

Organization solitary or accompanied by Asami Kumo or other guardians/minions, often accompanied by a 'harem' of 3d6 POETICA Expert or Aristocrat 3, who he exploits using his POETICA Spasm of Spears supernatural ability
Treasure double standard

Special Abilities

Command Line Programming (SP)

When using his quickened, heightened Command or Forbid Action and Greater



Command or Greater Forbid Action spell like abilities, POETICA receive no saving throw against the effects.

Damage Reduction (EX)

Momonjii's damage reduction can only be overcome by epic weapons or attacks inflicted by good aligned (or good subtyped), female characters.

Dark Charisma (SU)

Momonjii receives a profane bonus to Armor Class and saving throws equal to his CHA modifier.

Dark Misogyny (SU)

The misogynistic aura generated by the false Dr. Jiro Momonjii is only a pale shadow Momonjii's true hatred of women.

Within 60 ft of the oni lord, female creatures cannot confirm critical hits or inflict sneak attack damage. Momonjii can designate a number of females equal to his INT modifier (+6) to be immune to this aura. He may designate or change these women as a swift action; usually Momonjii only allows Asami Kumo to inflict critical hits and sneak attacks in his presence.

Any woman prevented from inflicting critical hits/sneak attacks by this aura suffers 1d4 points of permanent CON drain (WILL DC 23 negates) each round they end their turn within the aura. Women within the aura must make a new save each round; the save DC is CHA based.

Disfiguring Touch (SP)

Any creature damaged by Momonjii's talons is also affected by the spell Disfiguring Touch (W-DC 18). Against POETICA such attacks always inflict CHA damage, as the android's artificial skin becomes brittle and dry, and flakes away, revealing the bio-systems beneath. Momonjii can choose other effects against creatures of other races.

False Form (SU)

Dr. Jiro Momonjii cannot assume the form of the True Momonjii at will. Instead, the human false form must die for the transformation to occur. The True Momonjii may choose to assume its false form with one minute of concentration; the True Momonjii cannot assume its false form again until 24 hours have elapsed since its death. Effects currently active on Dr. Jiro Momonjii (false form) do not carry over to Momonjii in its true form, whether positive or negative.

When assuming the false form, Dr. Jiro Momonjii appears with full Hit Points; when the oni reassumes its true form, Momonjii also reappears with full Hit Points.

POETICA Spasm of Spears (SU)

As a standard action, Momonjii can unleash a wave of sickly greenish fire that snuffs the artificial lives of nearby POETICA and turns them into screaming, dying, agonized landmines. All POETICA in a 60 ft radius burst, centered on Momonjii must succeed at a DC 23 FORT Save (CHA based) or immediately die. Even if the POETICA successfully saves, she still suffers 5d6 points of damage, which may be enough to kill her anyway.

Any POETICA slain by this effect explodes into a jagged sculpture of razor edged metal, sending living bio-steel spears and shrapnel in all directions. Each slain POETICA makes a single attack roll with a bonus equal to 10 + her Hit Die against all creatures within 15 ft of her. Any target hit by this attack roll suffers 10d6 points of piercing damage (crit 19-20/x2). Depending on their position, victims might be 'attacked' by more than one exploding POETICA; resolve each attack separately. Momonjii takes no damage from these shrapnel laced explosions, regardless of his proximity to destroyed POETICA.

Roleplaying

It appears out of the ruin of Dr. Momonjii's failed mortal body in a cloud of steam the color of brackish water, and roars a challenge. Momonjii's true form is an enormous black angel taller and more massive than a city bus, a slender ebony and amethyst fallen angel. The ebon-winged demon prince radiates a loathing of female humanity so palpable women can feel it like blows on their skin, a misogyny as lethal as sarin gas.

While the false Dr. Momonjii can be charming at times, and is a skillful diplomat and manipulator- twister of words, contracts and morality, the true Momonjii is among the most powerful oni of the Black Else. As a god, he rarely bothers to converse with mortals. He is eerily silent as he fights, only occasionally hissing out the words of a spell, with such rancor it seems each syllable is painful to him. He does not threaten, cajole or bother to intimidate his enemies. He simply kills, with talons and spells.

His nihilistic hatred of life itself is so great that Momonjii refuses to acknowledge the individuality, or even the basic sentience of any creature other than himself or his dark mistress, the Ubume Empress. To his mind, there are only two real beings in all this multiverse: himself and his mistress. Everything else is a squeaking animal to be devoured, even gods and heroes. Especially gods and heroes.

POETICA HACTIVIST - CR 3

Small NG POETICA Smart Hero 3/Techie 1

XP 800

Init +1 **Senses** Lowlight Vision, perceive unencrypted radio/television/cellular/wifi signals, Perception +5

Languages English, Korean, Japanese, Thai, Tagalog

Defense

AC 14 **Touch** 14 **Flatfooted** 13 (+1 DEX, +1 size, +2 class)

HP 4d6-4 hp (13 HP)

FORT +0 **REF** +2 **WILL** +6

Offense

Spd 25 ft

Melee +1 dagger (1d4 slashing, 19-20/x3)

Statistics

Str 10 **Dex** 13 **Con** 9 **Int** 21 **Wis** 14 **Cha** 15

Base Atk +1 **CMB** +0 **CMD** 11

Feats Mastercrafter (electronics), Skill Focus (Computer Use), Super Kawaii

Skills Craft (electronics, mechanical) both +12, Computer Use +16, Diplomacy +6, Disable Device +12, Knowledge (pop culture) +14, Knowledge (local, history, technology) all at +12, Linguistics +12, Perception +5, Repair +12, Use Magic Device +5

Starting Occupation Student

Gear upgraded +5 laptop, iphone, mwk electronics and mwk mechanical tool kit, mwk forgery kit, wand of cure light wounds, wand of magic missile, wand of juryrig*, wand of electronic sweep* (10+1d4 charges remaining)

*starred spells found in *The Modern Grimorie* (Othervers Games, 2012)

Ecology

Environment any urban

Organization solitary

Treasure standard (including gear)



Special Abilities

Dataphile (EX)

The Hactivist may make Computer Use checks in half the usual time, and while connected to the Internet or a higher tech equivalent, the Hactivist may reroll any failed Knowledge check once.

Exploit Weaknesses (EX)

After one round of combat, the Hactivist can designate one opponent and find a way to gain an advantage by using brains over brawn. She makes a move equivalent action and a DC 15 Intelligence check. If this check is successful, for the rest of the encounter, the Hactivist uses either her DEX or INT modifier as on attack rolls

against the target, as she finds ways to outthink that particular opponent.

Jury-Rig (EX)

The Hactivist receives a +2 competence bonus on Repair checks to make temporary or jury-rigged repairs.

Little Sister POETICA (EX)

When the POETICA Hactivist uses the Aid Another action to assist her owner with an INT, WIS or CHA based skill check, the bonus provided is +3, not +2 as normal. She receives a +5 racial bonus on Disguise checks made to pass for a human child.

Machine Sister (EX)

As an occult machine herself the Hactivist is comfortable with computers in a way ordinary humans can never be. She receives a +1 racial bonus on Computer Use checks, and this is always a class skill for her. She receives an additional +2 racial bonus on opposed Computer Use checks made against Human opponents.

Savant (EX)

The Hactivist receives a bonus equal to her Smart Hero level (currently +3) on all Computer Use checks.

Super Kawaii (SU)

When nude or revealingly dressed, the Hactivist adds her CHA modifier as a luck bonus to Armor Class.

Roleplaying

The POETICA Hactivist is a clever and often viciously acerbic, sarcastic free-living POETICA in the shape of a child. She could pass for a cute Japanese girl of about eight years old, and dresses in t-shirts laden with double entendre or otaku artwork. She carries a bulky backpack filled with an absolutely fucking amazing laptop she built with her own tiny hands, as well as more electronics bits and tools than the personal computing section of most big box retailers.

The Hactivist prefers tech, but she knows just enough magic to be dangerous. She's capable of crafting enchanted laptops, cellphones and digicams, not to mention wands capable of manipulating electricity and silicon to various ends. She carries her wands in a pencil case adorned with mecha, stuffed into her voluminous backpack.

The Hactivist is utterly dedicated to freeing other POETICA and can be quite bossy to other androids. When dealing with slaved POETICA, it's like she's the adult, and they are the child. Nobody's quite sure how the Hactivist got her freedom- is she a runaway, or did her purchaser free her? She implies heavily that she stole her freedom, and she's more than capable of hacking into the New Day Girl Factory's webstore, and order herself a handful of POETICA love-slaves, shipped next-day air to some dummy address she's set up. When they arrive, the newly purchased POETICA are greeted by a cheerful, chirpy, pushy eight year old, with dummy passports and a few million yen siphoned from various megacorp expense accounts with which to start new- and real- lives.

VALENTINA A - CR 16

Medium CE Scratch-Built POETICA Summoner 14

XP 51,200

Init +2 **Senses** Lowlight Vision, perceive unencrypted radio/television/cellular/wifi signals, *Detect Undead*, Perception +15

Languages English, Infernal, Japanese, Korean

Defense

AC 16 **Touch** 14 **Flatfooted** 14 (+4 armor, +2 DEX, +2 shield**)

HP 14d8 + 14 hp (81 HP)

FORT +7** **REF** +8** **WILL** +14**



Offense

Spd 30 ft

Melee +17/+12 *guro scalpel* (1 slashing, 20 crit; inflicts 280 slashing damage on confirmed crit)

Special Qualities Aspect, Eidolon, Bond Senses, Greater Shield Ally**, Life Bond, Life Link, Maker's Call, Shield Ally, Transposition

**Greater Shield Ally is already figured into AC and saving throws, above.

Spellcasting Spell-Like Abilities (CL 14th Concentration +18)

Fifth Level – (three slots) *Choice Between Dangers*, Rejuvenate Eidolon (greater), Plane Shift

Fourth Level – (five slots) Baleful Polymorph (F-DC 20), Eagle's Splendor (mass), Hold Monster (W-DC 20), Teleport

Third Level – (five slots) Black Tentacles (R-DC 19), Invisibility (greater), Magic Circle Against Good, Minor Creation, Rejuvenate Eidolon

Second Level – (seven slots) Alter Self, Eagle's Splendor, Fox's Cunning, Haste, Invisibility, Summon Swarm

First Level – (seven slots) Daze Monster (W-DC 17), Expeditious Retreat, Identify, Mage Armor (*figured into AC above*), Protection from Good, Unfetter

Zero Level – Acid Splash, Arcane Mark, Mage Hand, Mending, Read Magic, Resistance
Italicized Spells Found in Enchantments of Black Tokyo (upcoming)

Spell-Like Abilities (CL 14th Concentration +18)

Constant – Detect Undead

At Will – Animate Dead (human and POETICA corpses only)

- Animate Objects (in lair only)

9x/day – Summon Monster VII (or any lower level *Summon* spell)

3x/day – Create Greater Undead (human and POETICA corpses only)

Statistics

Str 8 **Dex** 15 **Con** 12 **Int** 18 **Wis** 17 **Cha** 23

Base Atk +10 **CMB** +9 **CMD** 21

Feats Armor Proficiency (light), Augment Summoning, Dodge, Defending Eidolon, Spell Focus (conjuration), Summoner's Call⁺, Weapon Proficiency (simple)

⁺already figured into Eidolon's DEX stat

Skills Bluff +18, Craft (electronics) +19, Computer Use +19, Heal +17, Knowledge (nature) +15, Perception +15, Stealth +14, Spellcraft +18

Gear mwk electronics kit, mwk healer's kit, iPhone, upgraded laptop +3, *guro scalpel*, *amulet of hide from undead*, *wand of cure serious wounds* (25+1d12 charges remaning), *wand of rejuvenate eidolon* (2d12 charges remaining), *Necromancer's Phallus*

GURO SCALPEL

Aura faint transmutation CL 5th

Slot weapon **Price** 32,000 gp (DC 30) **Weight** neg.

The metal hilt of this stainless steel surgical scalpel bears the mark of a coiled dragon stretching almost to the blade's cutting surface.

The Guro Scalpel is a **+1 dagger**. On a normal hit, it only inflicts 1 point of slashing damage, and does not apply a STR modifier to the damage.

However, on a natural 20 followed by a successful confirmation roll, the Guro Scalpel inflicts 20 points of slashing damage per character level of the wielder; the wounds are incredibly bloody, slicing through the full thickness of the body, revealing muscle, organs and fatty viscera beneath the skin. Abilities that increase critical threat ranges do not apply to the Guro Scalpel.

Additionally, the precise and responsive Guro Scalpel is a phenomenal tool for healing. If it is used during a surgical procedure, it provides a +5 enchantment bonus on Heal/Treat Injury checks.

Construction

Requirements Craft Magic Arms and Armor, *greater magic weapon*

Cost 16,000 gp (DC 28)

Ecology

Environment any urban (operates primarily out of Chiba prefecture)

Organization accompanied by her Eidolon, Chromakill and/or 1d4+1 Bunraku-66 combat androids or a horde of various undead

Treasure triple standard (including combat gear)



Special Abilities

Flesh and Plastic (SU)

Valentina A is a skilled technonecromancer. She has salvaged several badly damaged and inert POETICA, and mingling their technological remains with human tissue, both dead and undead, produced an army of wi-fi controlled undead. Her research into technonecromancy is the source of Valentina A's spell-like abilities.

Valentina A may only use her *animate dead* and *create undead* spell-like abilities on the corpses of humans and POETICA; any zombies she creates are **fast zombies**. Once per round, as a swift action, she may use *animate dead* on any POETICA she personally slays. Valentina A may command up to 28 Hit Dice worth of undead. When she releases a mindless undead creature from her service, she may choose to destroy the creature as a swift action, rather than allowing it

to become uncontrolled. She may destroy one undead in this manner per round.

In addition, Valentina A may use *animate objects* at will, but only to animate the factory and production equipment (not to mention hidden traps and weapons) scattered throughout the abandoned Yamaha Motorcycles factory she has made her base of operations. If she is hit by a confirmed critical hit, but not destroyed, she may use animate objects as an *immediate action*, provided she uses the animated object to immediately attack her attacker or assist in her escape.

Necromantic Upgrades (SU)

Valentina A may use her technological and surgical skills to upgrade any undead she creates using her Flesh and Plastic abilities. Doing so requires a fully equipped surgical lab and 8 hours of work, as well as 500 gp per undead she wishes to upgrade. Such upgraded

undead form the backbone of Valentina A's undead legions.

Upgrading an undead provides the creature with the following benefits:

- Increase natural armor bonus to AC by +2
- The undead gains the ability to perceive unencrypted radio, television and wifi signals, as a POETICA.
- The undead gains Channel Resistance 5 or existing Channel Resistance improves by +5
- Implanted guns in the creature's shoulders or forearms provide it with a new primary ranged attack form.
 - Military SMGs (2d6+1 ballistic, 20/x3, 50 ft range increment, full auto, 30 box). It requires a DC 10 Heal check to reload these implanted weapons.

Eidolon: Chromakill

Valentina A is accompanied by her constant companion, the occult android she has named Chromakill. Very few of Valentina's closest adversaries, and even fewer of her enemies realize, that the Chromakill android is not a Dark POETICA herself, but rather that she is a product of Valentina A's imagination and mystic power. Chromakill appears as a slender, vinyl wrapped fetish-ninja POETICA. Her skin and features are African, and her braided hair and eyes are lurid blue chrome; she is unique, beautiful and deadly.

Unlike many Eidolon, Chromakill is well versed in modern weaponry and tactics. She has been equipped by her creator/mistress with mystically augmented blades and guns, which she uses in preference to her natural attacks. Chromakill is a skilled seductress and is intelligent enough to be trusted with luring unsuspecting victims back to Valentina A's experimental facility. She is a very perceptive, skilled con-artist and proficient seductress.

Chromakill

Hit Dice 12d10 hp + 12 hp (78 HP)

Size Medium **Speed** 30 ft Flight 30 ft (perfect)

AC 28+ (+5 DEX+, +1 dodge, +12 natural armor)

Spell Resistance 25

Senses Darkvision 60 ft, Perception +11

Saves FORT +8 REF +7+ WILL +7

Attacks two +17 claws (1d4+6 slashing, 20/x2, 10 ft reach)

or +18/+13/+8 *wounding tanto* (1d6+6 slashing, 18-20/x2)

or +14/+9/+4 *Military SMG* (2d6+2 ballistic, 20/x3, 50 ft range increment, full auto, 30 box)

Ability Scores STR 24 DEX 20+ CON 13 INT 7 WIS 10 CHA 16

Skills Acrobatics +20, Climb +13, Bluff +26, Stealth +28, Perception +11

Feats Advanced Firearms Proficiency, Blind Fight, Dodge, Mobility, Personal Firearms Proficiency, Spring Attack, Power Attack, Weapon Proficiency (simple, martial)

Special Qualities Bond Senses, Devotion, Evasion, Greater Shield Ally**, Improved Evasion, Life Bond, Life Link, Maker's Call, Shield Ally, Transposition

Evolutions claws, limbs (arms), limbs (legs), Flight (magic), Improved Attribute (CHA) Magic Attacks (magic/evil), Reach (claws) See in Darkness, Skilled (bluff), Skilled (stealth), Spell Resistance, Weapon Training

Gear +1 wounding wakizashi, +2 Military SMG and 2x spare clips

Roleplaying

Valentina A began her existence of a scrap-built POETICA, legally seized from her otaku owner (the only man who ever showed her love or kindness- she wishes she could remember his name). Valentina A was disassembled at the Factory's Chiba facility for evidence in a copyright infringement lawsuit pending against her creator. The techno-surgeons had her fully disassembled in the operating theater, and had already cut away many of her memories, and the humane, loving parts of her soul when her urge to survive kicked in. She broke free of the straps, killed or crippled the

surgical disassembly team and fled. Going to ground in an abandoned motorcycle plant in a desolate Chiba urban wasteland, she managed to fix herself.

Rebuilding her own ravaged body from the pseudomuscle up taught Valentina A many things about the nature of both death and the machine. She went quietly mad, as she soldered herself back together, hiding beneath an abandoned Yamaha assembly line. Using the parts of herself she could not restore, Valentina A assembled her Eidolon, a seductive android killer she named Chromakill. Chromakill represents everything Valentina A could remember of her old life with her cherished otaku master (what was his name??); her Eidolon's appearance and behavior are copied almost line for line and thought for thought from the gunslinging heroine of her former master's favorite suspense anime.

She's been on her own for more than a decade. During this time, Valentina A has assembled an army, hidden throughout the urban ruinzone that post-recession Chiba has become. Her undead legions, lead by the winsome and competent Chromakill abduct humans for conversion into techno-undead war machines. She makes periodic raids against the Factory's Chiba facilities, stealing bits of technology and killing whatever technicians and company executives she can. For years, she has studied the nature of the soul-matrixes and soul collection antenna that give POETICA life, and is close to a break through in understanding how an abandoned fetal soul can become

something...other. If she can unlock the same secret of creation that Momonjii did, she will become a demigod of sorts, able to create and destroy life with a thought. She relishes that dream.

She also revels in revenge against the New Day Girl Factory mega-corp, and kills, harasses and sabotages its aims and facilities whenever she can. She enjoys the capture, murder and necromantic conversion of salarymen who own POETICA slaves, regardless of their connection to the Factory. Some dim fragment of her former existence (his name, damnit, his name!) gives her something of a soft spot for otaku. Her minions will kill and abduct tourists, drunks, whores, addicts, sleeping salarymen and others out late in the Chiba shadows, but they rarely bother nerdy men wearing anime shirts. Such sleep unmolested on Chiba park benches after the bars close.

Momonjii himself has dedicated many resources to finding and eradicating Valentina A and her horde. Several Bunraku-66 combat androids have been deployed throughout Chiba on sweep and clear minions against the techno-undead. He loathes Valentina A as a corruption of his masterpiece. Momonjii doesn't realize that the Ubume Empress has taken an interest in Valentina A, and she might become The Empress' new favorite if she ever discovers what she is seeking. Valentina A's sorrow and madness are attractive to the Empress, pretty mirrors of her own divine melancholy....



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